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Review and Card List

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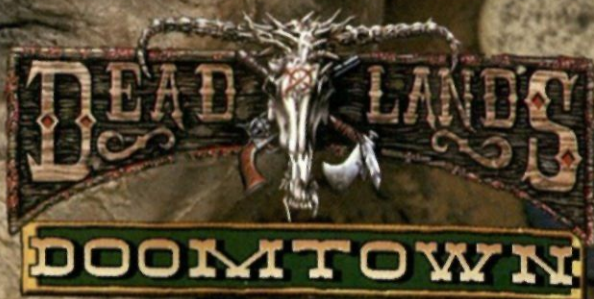


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Dead Man's Hand.



**Ante Up...
February 1998**



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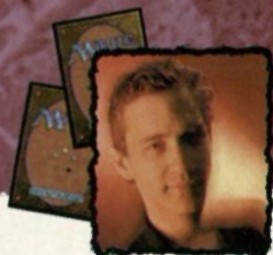
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Jogging Your Memory

THE CONCEPT OF reminder text has gotten a lot of heat recently: some players feel Wizards is dumbing down the product by reminding them of things they already know. *Magic* is a complex game, the argument goes, and it is reasonable to assume that its players can figure out special abilities from the rulebook without having to be constantly reminded what things like "landwalk" or "islandhome" mean.

I disagree. Reminder text is good for everyone who plays, but it has a different use for different types of players.

For example, it serves as a bridge that allows new players into the game.

Advanced players may find the concept of landwalk simple, but newer players need the comfort of constant reminders. When *Portal* was being tested, the designers discovered that players kept making the same mistakes when using a particular card. By putting small reminders on the card, the designers were able to significantly reduce the confusion around a particular card.

After learning this lesson from *Portal*, *Magic* developers began to take a look at incorporating reminder text into *Magic* itself. One of the ongoing goals of the current *Magic* R&D team has been to make *Magic* as self-sufficient as possible, and to move it away from its reliance on the rulebook by putting as many rules as possible on the cards themselves. Compare the flanking and phasing rules from *Mirage*, and you can see how one method is superior to the other. Phasing was a complex ability that had to be spelled out in the *Mirage* rulebook; a player using a card with phasing was forced back to the rulebook whenever there was any confusion. Flanking, on the other hand, was written out on each card that used it. This allowed players to easily reference

the ability when a problem arose. Putting key rules reminders on the cards makes the game easier to play and requires less outside material when the occasional rules problem arises.

Finally, the use of reminder text allows us to create additional "macros" for

Magic. A macro is a word which is used to represent a larger concept, such as "flying" or "first strike." The use of macros is limited by the amount of definition

text that we can expect players to memorize. Reminder text lets us raise the number of acceptable macros by giving all players easy access to each macro's definition. Having more macros allows the designers room to create additional effects, as cards can now reference new areas of the game.

Reminder text helps everyone: beginners get a constant reminder of confusing terms, intermediate players have immediate access to specific rules text without a rulebook, and all players benefit from the additional cards that new macros allow the designers to create.

Besides, if you don't like it, take advantage of its telltale format (italicized text in parenthesis) and just skip it. That's what I do.

Mark Rosewater
MARK ROSEWATER
Editor in Chief



THOMAS M. BAXA

THE DUELIST

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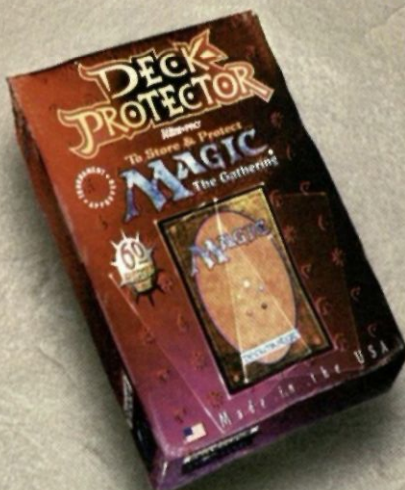
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LETTERS

Don't Show Me the Mana

You guys have a great magazine. *InQuest* is fine when you're in the mood for junk food, but *The Duelist* is the one I look forward to every month (especially Robert Hahn's column!). The only problem is the contests. "Show Me the Mana"? Please. It's boring and tedious. You're a bunch of creative people, can't you come up with something better than that?

R. Speed-Witkowski
Phoenix, Arizona

IF THE "Show Me the Mana" contest is too mundane for you, check out the BattleTech contest on page 78 this month.

WE HAVE A WINNER

Here are the winners of recent contests. Winners of all contests are randomly selected from all eligible entries.

Mana Contest Winner
(*Duelist* #20, page 12)
CHRIS TANNER
of Sparta, New Jersey
found the symbol
on page 58.

**Duelist Invitational
Contest Winner**
DENNIS NICHOLS
of Omaha, Nebraska
will be winging his way
with a friend to
Rio de Janeiro to
attend the 1998
Duelist Invitational.



Where's that Mana?

I think the "Show Me the Mana" contest is excellent, but I've been having trouble finding the symbol. My *Duelists* have been practically torn apart after I've looked through them. Is the symbol the same size as shown in the contest? Same color? Maybe it is supposed to be this challenging. Could you give me more info on this frustrating contest?

Collin Lourie
West Rupert, Vermont

AS PER THE RULES, the symbol is the same color and size as shown on this page. If you're frustrated, then you're not thinking like a designer; color is the key. Recently the symbol appeared on page 44 (issue 18), page 88 (issue 19), and page 58 (issue 20).

Burned Up

I struggled with the "Counterpoint" puzzle in *Duelist* #20, and came up with the mana burn solution. However, Odo can win the game. In response to the casting of the second Mana Flare, Odo should tap one island to put two blue mana in his pool. The second Mana Flare will then resolve. You still have one red mana in your mana pool, so you must cast a spell before declaring the null attack or suffer a lethal mana burn. Odo will counter it without leaving any mana in his pool. He will still have two counters left for your other damage spells and can't be made to suffer more than two points of damage in mana burn.

Stuart Smith
Grass Valley, California

WE'RE NEVER SURE *what amazes us more—the amount of time Mark Rosewater spends creating his puzzles, or the amount of time our readers spend trying to break them. Good catch. That Odo is a wily fellow, isn't he?*

Pick (apart) Your Moment

I believe your solution to "Any Moment" [solution printed in *Duelist* #21] is also flawed. In step 31 you have the [Spinal Grafted] Jackal Pup doing two damage to Jakub. My understanding of the rules is that after the ability is announced, triggered effects go off. This includes the demise of the Jackal Pup from the Spinal Graft. When the Scroll effect resolves, the Pup will be gone, so the Scroll effect will fizzle [thus the damage will not carry through to Jakub].

Stuart Smith
Grass Valley, California

WOW, STUART, you're two for two this month. Since you seem to have so much time on your hands to work the puzzles, could we interest you in the job of puzzle editor?

Entering the Portal

I've been a Magic player since *Limited Edition* came out. My son, who is 10, absolutely loves the *Portal* edition. My son and I would like to see more support for *Portal* in *The Duelist*. We have also heard a rumor that there is a *Portal II* expansion in the works, is this true?

Bob and Corey Beck
Colorado Springs, Colorado

CHECK OUT the *Product Calendar* included with *Duelist* #22. You'll see *Portal: Second Age* (no more rumors) slated for June 1998. As far as *Duelist* coverage of *Portal*, watch Melody Alder's "Straight from the Start" column over the next few issues.

SHOW ME THE MANA CONTEST

Win a display box of Stronghold boosters by finding this mana symbol hidden somewhere in your *Duelist* magazine. Drop us a postcard telling us where you found it and send your entry to The Duelist Mana Symbol—#23, P.O. Box 707, Renton, WA 98057. Only postcards will be accepted as legal entries. The winner will be drawn randomly from all correct entries. Postmark deadline is March 14, 1998. Remember, the mana symbol must match the symbol shown here!

Contest only open to residents of the U.S. (except Rhode Island) and Canada (except Quebec).

Comments? Questions? C'mon, reach out and...



Send your thoughts to "Letters," c/o *The Duelist*, P.O. Box 707, Renton, WA 98057-0707, or to <duelist@wizards.com>.

Please include your name, address, and phone number for verification purposes. Letters may be edited for length and clarity.

HEATHER HUDSON



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Chess Mates Foundation 10th Annual FunFest

Wizards of the Coast Game Center hosted the Chess Mates Foundation's 10th Annual FunFest chess event on December 13, 1997. Elementary and middle school competitors from more than 24 citywide Chess Mates programs participated, competing for trophies, chess sets, and other prizes.

Among the top elementary schools were first-place winner West Woodland and second-place winner View Ridge. Gregory Heights, Evergreen, and Maple elementary schools followed in third through fifth places, respectively. Each team received school trophies, and the first-place winner also received the rotating Chess Mates Citywide Championship trophy. Four middle schools were represented in Saturday's tournament as well, with Meany finishing in first place.

Dr. Leo Stefurak, president of Chess Mates, observed, "The Wizards of the Coast Game Center has brought together the largest FunFest in Chess Mates ten-year history. This magnificent festival of chess is appropriate to the holiday season and the celebration of

mind over matter."

General John Stanford, superintendent of Seattle Public Schools, was also present to visit with parents and children. The Superintendent's Office supports chess in Seattle Public Schools and General Stanford's personal appearance emphasized the value of intellectual games and challenging mental activities for young children.

The Chess Mates Foundation is a non-profit charitable organization dedicated to chess instruction among Seattle's primary school students. Striving to develop essential creative problem solving and critical thinking skills, Chess Mates encourages early-age competition among all children aspiring to one day become Grand Masters.

The Wizards of the Coast Game Center is an affiliate of the United States Chess Federation and a major sponsor of Chess Mates' citywide after-school chess programs. The Game Center provides no-cost chess instruction by certified chess coaches to students and parents, organizing both K-12 scholastic



KILLER GROUP:

Teammates from West Woodland Elementary in Ballard, Washington.

chess tournaments and adult chess events, including Siamese team, Blitz, and Action tournaments.

The Wizards of the Coast Game Center offers one of the largest collections of social, electronic, and computer-interactive games. Located in Seattle's University District at 4518 University Way NE, this 18,000-square-foot facility offers a virtual reality center, video games, and pinball, as well as an organized play area and retail store. Hours of operation are Sunday through Thursday, 11 A.M. to midnight, and Friday and Saturday, 10 A.M. to midnight. For more information on Wizards of the Coast or the Wizards of the Coast Game Center, visit the company's website at <www.wizards.com> or call the Game Center at (206) 675-1608.

TSR Inc. Institutes New Internet Policy

TSR, Inc., publisher of the world-renowned Advanced Dungeons & Dragons adventure game, recently announced the details of its amended TSR Internet Policy. The policy was developed to protect TSR's numerous intellectual properties and to better serve its Internet audi-



ences. The policy applies to all TSR-related material intended for release over the Internet, including Web pages, mailing lists, FTP sites and other electronic media.

"TSR is committed to its fans and has outlined a policy that meets the needs of the Internet community," said Sean Reynolds, online coordinator for TSR.

"As a leader in the adventure gaming industry, TSR encourages the creativity and imagination of its Internet customers but at the same time, we must also preserve the intellectual properties of the organization."

The following is a summary of the TSR Internet Policy:

- TSR has created several online versions of its trademarks that can be downloaded from the TSR website. These logos may

be widely used across the Net provided the user is not trying to create the impression that he or she is developing an official TSR website and is not operating a commercial site designed to profit from use of the TSR trademarks.

- TSR discourages reproduction of any of its artwork without prior consent.
- Users may quote up to two paragraphs of text from a

TSR product for the purpose of commenting on the product. However, users may not use it to enhance their own role-playing game product for any commercial purpose.

■ TSR encourages the creation of multi-user online, video and electronic games that comply with the items listed above, but only to the extent these are non-profit and non-commercial products.

The TSR Internet Policy may be found at www TSRINC.COM/faq/online_policy.html.

If users have questions related to the policy they may contact Sean Reynolds at skreyn@wizards.com. For questions related to electronic games, users may contact Jim Butler at oracle@wizards.com.

Charles Hurst Tops Corporate Shuffle 'Words of Wisdom' Program

Inspired by the hysterical antics of characters from "DILBERT," Scott Adams's internationally famous comic strip, Wizards of the Coast introduced the Corporate Shuffle, a fast-paced

card game of corporate on-upmanship in which players attempt to rid themselves of all responsibilities in a race up the corporate ladder. Along with the game, Wizards also launched the "Words of Wisdom" program—which gave contestants from May through August to "tell us in 50 words or less the dumbest thing management ever said to you for a chance to win a month's salary." The contest attracted more than 1,500 entries from across the nation.

After careful review (and a lot of snickering), the judges

chose as the Grand Prize winner an entry submitted by Charles Hurst from Milwaukie, Oregon. Hurst, 29, is an integrated technician at Sun Microsystems; his submission rose above the muddy waters of corporate speak and shone as clear and as telling as the emperor in new clothes. (See sidebar for Hurst's winning entry, as well as some notable runner-ups.)

For enduring employment with the author of that quote, Hurst won a month's salary, a custom nameplate reading "Vice President," Scott Adams's newest book, and a copy of the Corporate Shuffle card game.

Other winners received a variety of prizes including a copy of the Corporate Shuffle card game and a Corporate Shuffle T-shirt, and we proudly add these names to Catbert's roster of the Employees to Keep and the On: Aaron Conway, first place, Mountain View, California; Eric Faust, first place, Rochester Hills, Michigan; David Benepe Jr., second place, The Woodlands, Texas; Chris Jacisin, second place, DePere, Wisconsin; Tom Slowe, second place, Boston, Massachusetts; Dan Rome, second place, Houston, Texas; Steve Strickland, second place, Albuquerque, New Mexico; Sean Ellwood, second place, Salt Lake City, Utah; Mark Roop-Kharasch, second place; Newton Centre, Massachusetts; Elizabeth Campbell, second place, El Centro, California; Dennis Smith, second place, Las Cruces, New Mexico; Evan Stoner, second place, Renton, Washington.



Corporate Shuffle 'Words of Wisdom' Program

Winner "As of tomorrow, employees will only be able to access the building using individual security cards. Pictures will be taken next Wednesday and employees will receive their cards in two weeks."

—Charles Hurst

The Worst of the Rest.

After the Words of Wisdom entrants spent so much time and energy sticking it to The Man so humorously, it seemed a shame to only tell you about the Grand Prize winner. Since *The Duelist* firmly believes in the spirit of the revolution, and in sharing the misery for as long as people are laughing, here is a selection of the funniest entrees from those that made it into the winners' circle (the names below the quotes show who submitted the entry, not who said it).

"E-mail is not to be used to pass on information or data. It should be used only to be used for company business."

—Aaron Conway

No one will believe you solved this problem in one day! We've been working on it for months. Now, go act busy for a few weeks and I'll let you know when it's time to tell them."

—David B. Benepe Jr.

"Turnover is good for the company, as it proves that we are doing a good job in training people."

—Tom Slowe

"What I need is a list of specific unknown problems we will encounter."

—Dan Rome

"How long is this Beta guy going to keep testing our stuff?"

—Mark Roop-Kharasch

"Doing it right is no excuse for not meeting the schedule."

—Dennis Smith

"This project is so important, we can't let things that are more important interfere with it."

—Steve Strickland

"At this point in the project, every day we lose is...basically...another day lost."

—Evan R. Stoner

Insider Trading

MAGIC
The Gathering®

by Mark Rosewater

Top 10 Expansion Codenames

R&D members work on projects long before an official name is selected. In the past, Wizards tended to use whatever name the designers created while working on it (*The Dark* actually sounded good after months of using it). So, the company enacted an official codename policy that was short and sweet: "Use a silly name during design to force us to create a real name later." Most of these codenames have been bandied about,

so I thought it might be fun to explore where they came from.

10. QUACK (ALLIANCES)
For a while, we created codenames from sounds on the Macintosh computer.

9. SOSUMI (MIRAGE)
Another Macintosh sound file, we liked the "so sue me" pun, and had already used most of the remaining sound names.

8. MIRAGE JR. (VISIONS)
Visions was never really assigned a codename since it got its real name shortly after the initial design process. Since *Visions* developed a lot of basic concepts from *Mirage*, we thought of it as *Mirage's* offspring.

7. MOCHA LATTE (WEATHERLIGHT)

The *Weatherlight* design team named their set after a coffee a friend of one of the designers made up. It really had nothing to do with the set, but then few codenames do.

6. COMMANDO (VANGUARD)

Mike Elliott, lead designer of *Vanguard*, was forced to come up with a codename on the spot. Alluding to the concept of heroes joining a battle (the idea for *Vanguard* at the time), Commando sounded cool.

5. HARVEY (PORTAL)

In the beginning, many on the *Portal* design team were confused about the expectations behind the *Portal* concept. As a joke, they named it Harvey after the invisible rabbit in the famous play and movie. Like the fictional Harvey, *Portal* at the time was big, invisible, and no one quite knew what it was.

4. BOGAVHATI (TEMPEST)

This is a world from Indian mythology. Mike used it as a name of a land he created for the set, and I found it catchy.

3. RACHIMULOT (STRONGHOLD)

Rachimulot was named after

a highly amusing *Spellfire* card that showed a photograph of a rat on a sewer grate, which supposedly represented a nasty giant werebeast. I'm not sure how the spelling changed. Some said we were trying to avoid problems with TSR (ah, the irony), but in reality it had more to do with my inability to spell.

2. GORGONZOLA (EXODUS)

Bill Rose, Magic's lead designer, had often joked about naming a set after a cheese. When I needed to assign a codename to *Exodus*, I yelled over the R&D fort-like cubicle to Bill and asked him to name a cheese. The rest is history.

1. ARMADILLO (1998 LARGE EXPANSION)

This is the only codename not created by R&D. The Magic team needed a name and used R&D's refined codenaming process: come up with the silliest word anyone can think of at the time.

Inside Stronghold

With *Tempest's* first expansion, *Stronghold*, a month away, I wanted to give everyone a sneak peek at Magic's newest set.

Stronghold builds on themes and mechanics introduced in *Tempest*. Buybacks get more complicated (with colored mana buyback costs and even one non-mana cost), lizards get bigger, slivers go multi-colored, spikes explode in number (Spike Drone sampled the new mechanic), a few more creatures with shadows show up, and

another crew member (Crovax) appears as a legendary card. But *Stronghold* does more than just build on *Tempest*. Watch for:

- ✓ A new white race called the Kor with a unique built-in redirection ability.
- ✓ A cycle of walls worthy of tournament play (plus an enchantment that animates all walls).
- ✓ A spell to double your goblins.
- ✓ A card capable of making platypuses.
- ✓ The first five-colored card (a legendary creature, of course).

✓ The Mox Diamond to finally see print, as well as the first-ever legendary artifact (and they aren't the same card).

But enough teasing. Here's a real *Stronghold* card to whet your appetite:



And Now for Something Completely Different

For those interested in what I'm currently up to, I'm doing lead design on a Magic expansion for next year that's a little different than anything you've seen before. Magic: The Gathering—*Unglued* (a non-tournament legal set) will turn the Magic world on its ear. I'm not at liberty to tell you much, but around the office it's known simply as the Wacky Expansion.

Mark Rosewater used to collect Wacky Packages.

WHAT'S NEW?

Famous Last Words

by Phil Foglio

MAGIC HAS BEEN A PHENOMENON FOR CLOSE TO FIVE YEARS NOW. OLD ENOUGH TO HAVE A HISTORY. AND SO, AS A TREAT FOR YOU 'OLD TIMERS,' HERE ARE SOME ONCE COMMON STATEMENTS THAT WE'LL **NEVER HEAR AGAIN!**



"IF WE'RE LUCKY, WE MIGHT SELL OVER A **MILLION** CARDS IN THE NEXT YEAR."



"THEY ASKED ME TO DO ART FOR THEM, AND I SAID, 'NO THANKS! FIFTY BUCKS AND ROYALTIES. HA! WHAT'LL THAT BE WORTH?'"



"IT'LL NEVER BE AS BIG AS D&D."



"WHY WOULD ANYBODY PUT ALL THEIR MOXES IN A **BOOK** INSTEAD OF **PLAYING** WITH THEM?"



"WE'VE GOT SO MANY ALPHA LAND CARDS THAT WE DECORATED OUR CHRISTMAS TREE WITH THEM."



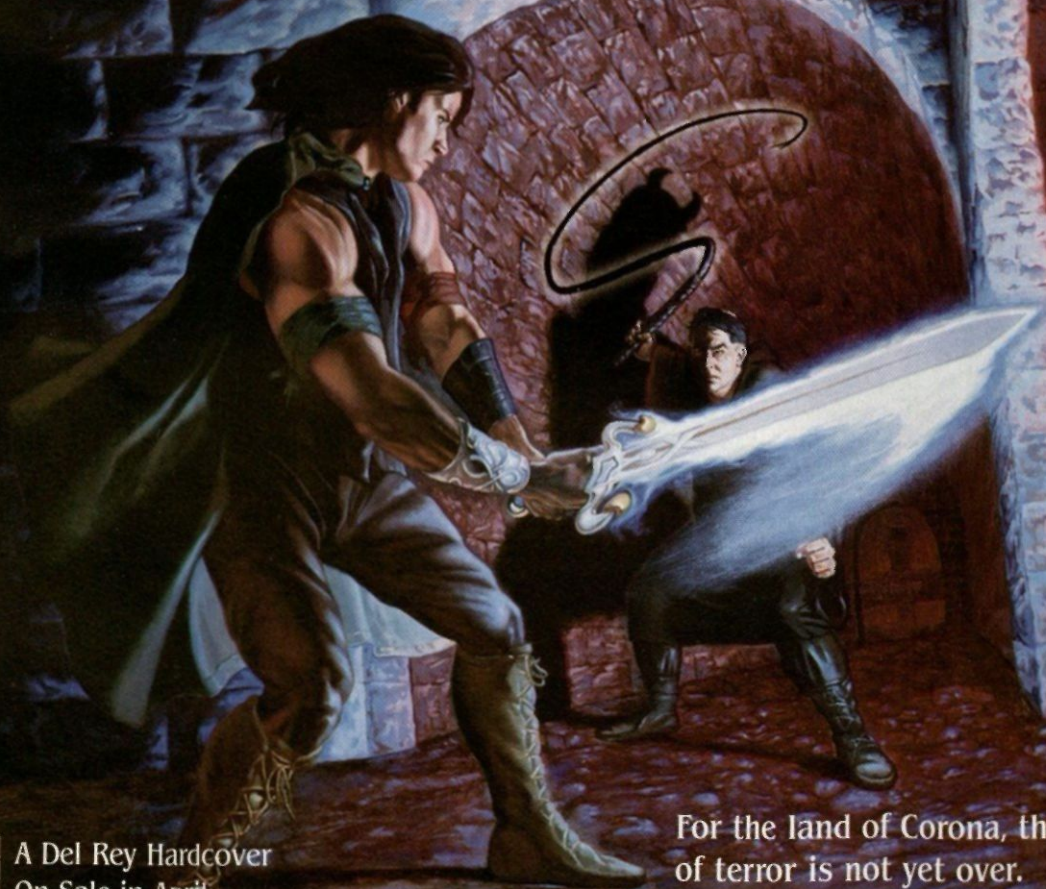
"I COULD WRITE A GAME LIKE THIS!"



THE DACTYL LIVES!

The stunning sequel to *The Demon Awakens...*

R.A. SALVATORE THE DEMON SPIRIT



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For the land of Corona, the reign
of terror is not yet over.

And for warrior Elbryan Wynden,
the battle has not yet ended.

Because the greatest evil of all has only begun to fight!

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The Pro Tour lands in Germany; Grand Prix events in San Francisco and Como, Italy offer excitement and invitations to the Pro Tour.

ABOUT THE MAGIC COMPENDIUM'S FEATURED ILLUSTRATOR

Artist Pete Venters began 1997 working on *Weatherlight* and finished the year working on *Urza's Saga*. He explained that the workload got in the way of his card signing: "My apologies for the delay. I'll make it up to anyone who's waited more than a couple of months."



MAGIC COMPENDIUM

Duelist Picks & Tricks

If you've read "Insider Trading" already, you know *Stronghold* premieres next month. So, before the new kid hits the block, we have time for one last look at *Tempest* combos. This time, we asked all the Wizards to put their heads together and come up with combos that veteran players will enjoy—combos that use cards that are over a year old ("Gasp!"). So, for those of you who fondly remember *Ice Age*, *Alliances*, and *Fourth Edition*, below are some picks and tricks that combine the old with the new.

Scroll Rack and Land Tax

If Jayemdae Tome is "The Book" and Jalum Tome is "The Magazine," then Scroll Rack must be "The Card Catalog." When combined with Land Tax, Scroll Rack allows you to quickly catalog your entire library by drawing up to three extra cards every turn for only one mana! As long as your opponent controls more land than you do, Land Tax lets you search your deck for up to three basic lands during upkeep. If you pay one mana and tap Scroll Rack, you can then trade these three lands for the top three cards on your deck. Next turn, find those same three lands (they're right on top) and continue to catalog your collection.

Bottle Gnomes and Necropotence

If you don't mind subjecting yourself to some serious paper cuts,

Necropotence provides an even faster way to peruse your library.

Two problems Necro decks worry about are gaining life (so you can draw more cards) and stopping protection from black creatures (since the normal Necro deck is completely black). Necro now has Bottle Gnomes to handle both these problems. This 1/3 artifact creature not only gets around protection from black, it's tough enough to block a

White Knight and survive. Plus, you can always sacrifice the Gnomes for three life, which in a

Necro deck translates into three more cards from your library.

Goblin Bombardment and Enduring Renewal

If you prefer the arcade to the library, this combo will provide the excitement you crave. Goblin Bombardment, a red *Tempest* enchantment, lets you sacrifice creatures to deal

damage to creatures or players. But, once you run out of creatures, the fun is over. Enter our old friend Enduring Renewal, which automatically bounces graveyard-bound creatures back to your hand. With these two enchantments in play and a single zero cost creature (say Phyrexian Walker or Shield Sphere), you can continue to zap enemy wizards all day without ever dropping a token into a slot.



Trumpeting Armodon and Bestial Fury

If pinging your opponents to death isn't your style, trample them into the ground and crush them utterly! If you place Bestial Fury (a red *Alliances* creature enchantment) on *Tempest's* Trumpeting Armodon, the 3/3 Armodon becomes a 7/3

"trampling" Armodon any time it's blocked in combat. Now, before

you to tap a target creature every time Dreamsower damages an opponent. Normally, that creature won't untap as long as Dreamsower stays tapped. But with the Meekstone in play, the creature can't untap anyway (if it's big enough), which lets you untap Dreamsower and imprison another creature next turn. And with its shadow ability, the Dreamsower will continue to lock down your opponent's

forces until he or she can find a shadow creature to block.

Fylamarid and Terror

As usual, black provides a more direct approach to the problem of the huge trample creature. Terror, an instant that buries a non-black, non-artifact creature, has long been a staple creature removal card. But, what happens if your faced with a Lord of the Pit or a Nightmare. Terror is useless unless you can change their color. That's where Fylamarid comes in handy. This blue *Tempest* flyer has a reusable (if temporary) Thoughtlace built in. For

you can make a target creature blue until end of turn, allowing your Terror to frighten off that Nightmare or scare even the mighty Lord of the Pit to death.

Nature's Revolt and Stormbind

Of course, some people still worry more about dealing with their opponent's land than destroying silly things like creatures. Well, this combo can easily destroy lands and creatures (not to mention your opponent). *Ice Age's* Stormbind, allows you to pay 2 and discard a random card to deal

2 damage to a target creature or player. Until now, Stormbind had trouble dealing with other permanents, like land. But, when Nature's Revolt enters play, all lands become 2/2 creatures, making them perfect Stormbind targets. After Stormbind eliminates your opponent's creatures and lands, your lands can uproot and join forces with the rest of your army in a massive assault. You'll win by a landslide.

combat, pay 1 to activate the Armodon's special ability, and force one of your opponent's creatures to block the Armodon this turn. The Armodon will squash a little 1/1 or 2/2 creature like a bug on its way to dealing a 5 or 6 point body blow to your opponent. Ouch!

Thalakos Dreamsower and Meekstone

Okay. So how do you defuse a 7/3 trampler? Well, Meekstone has always been a popular defense card in weenie horde decks, since it prohibits creatures with power 3 or greater from untapping. But the problem is finding a way to tap that big creature before it eats all your little critters. Along comes Thalakos Dreamsower, a little *Tempest* shadow creature that allows

Extra Pulled

Not every card created in design makes it through the development process. The fate of these unwanted cards is a mysterious folder hidden in the bowels of R&D. This little known list is called "Extra Pulled." by Mark Rosewater

Recently we started using explanatory text to help clarify concepts such as forestwalk or island-home for beginning Magic players. What you're not aware of is the resulting system was a compromise from what was originally planned. Let's just say the first pass of explanatory text went just a tad bit further than the current system.



"Duelist Picks & Tricks" was compiled by Will McDermott, with contributions from Jeff Donais, Steve Earth, Chris Galvin, and Mons Johnson.

Deck Clinic

by Charlie Catino and Jon Finkel

This month's ailing deck, sent in by Justin Swaine, tries to combine the offensive power of shadows with the controlling power of an old favorite—Armageddon. Aptly named "Shadowgeddon," Justin's deck performs well in two-headed giant games, but has trouble in straight-up duels against other fast decks. Our resident doctor, Charlie Catino, along with visiting physician Jon Finkel, enter the shadow realm to bring Shadowgeddon up to speed.

If you'd like us to consider your deck for next issue's "Deck Clinic," just send a list of what's in your deck along with a brief description of its ailment to: Deck Clinic, c/o The Duelist, P.O. Box 707, Renton, WA 98057, or to <duelist@wizards.com>.

CHARLIE

I think any deck that does well in Two-Headed Giant format will probably be too slow for Standard, and will have problems against speed decks. There is always a balance, no matter how well you tune a deck, between the ability to beat a fast deck and the ability to beat a slow deck, because these two strategies require different types of cards. While rebuilding the deck, I tried to make it the best possible deck in both environments. In short, you need enough defense to stay alive and enough unblockable creatures to kill your opponent before you die. This usually entails putting some (but not too much) defense in the deck, and including some cards that are good in quick games and really good in long games (buyback cards, cards that return to your hand, pumpable creatures). Also, high casting cost cards (like Commander Greven il-Vec), while useful in long games, need to be removed because they

are not useful in two-player games.

In treating this deck, I first removed cards no longer legal in Standard play. I also tried to make the deck easy for anyone to create by not including a lot of rare cards. Next (as with all sick decks), I adjusted the mana ratio. Justin's deck actually had almost enough land, so I only added a couple mana sources. However, this deck needs a lot of black mana and a

lot of white mana, so there was limited space for lands that don't provide colored mana. I removed the Medallions in favor of more Diamonds, because more color was needed and because Medallions are only good when you play a lot of cards of a particular color every turn. This is not the case here, since Shadowgeddon is two-color deck with many cards that have a moderate to high casting cost.

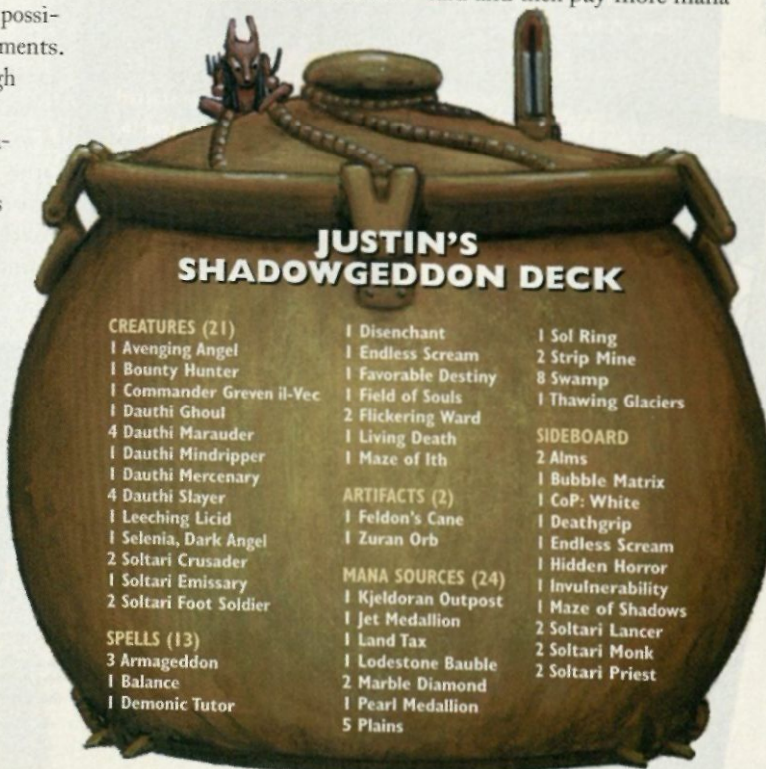
I also limited the number of any particular card. Justin said he was trying to do the same thing because of Lobotomy, but this is just one reason to have a variety of cards (instead of four copies of a few cards). You also want to have many different threats so your opponent will never know what is coming. In addition, Shadowgeddon is not a combo deck, so you don't need to find a specific card during the game, you just need to draw useful cards. For this reason, I also didn't include Tutors, because it is just better to draw a good card and play it than pay mana to search for a good card and then pay more mana

to play the good card.

For creatures and creature enhancements, I added cards that help you save your creatures. Especially useful are cards like Anoint (buyback), Flickering Ward and Sun Clasp (return to hand), Zhal-firin Crusader and Knight of Dawn (reusable defensive abilities), and Wall of Bone (regeneration). I vastly increased the number of creatures without shadow, adding a number of defensive creatures (like walls and tappers). You'll have fewer shadow creatures and won't be able to deal unblockable damage as quickly, but you are more likely to live longer. Given more time, the unblockable damage will work well.

One way to stabilize a game is to destroy or nullify cards in the opponent's deck. Armageddon is great way to nullify threats. But, the original deck had only a couple, slow creature destruction cards, and one artifact/enchantment removal card. To handle some of your opponent's best threats, I added more Disenchants and some more creature destruction. I included even more creature removal, artifact removal, enchantment removal, and land destruction in the sideboard.

I also tried to address the deck's weakness against speed decks in the sideboard. While the new version should fare better against speed decks than the original, speed decks will still be a problem. I added some CoPs for green and white weenie decks, some protection against red and black speed, and some additional creature destruction. I also added a little more protection (Righteous War) and defense against creature destruction (Field of Souls).



CREATURES (21)
 1 Avenging Angel
 1 Bounty Hunter
 1 Commander Greven il-Vec
 1 Dauthi Ghoul
 4 Dauthi Marauder
 1 Dauthi Mindripper
 1 Dauthi Mercenary
 4 Dauthi Slayer
 1 Leeching Lich
 1 Selenia, Dark Angel
 2 Soltari Crusader
 1 Soltari Emissary
 2 Soltari Foot Soldier

SPELLS (13)
 3 Armageddon
 1 Balance
 1 Demonic Tutor

1 Disenchant
 1 Endless Scream
 1 Favorable Destiny
 1 Field of Souls
 2 Flickering Ward
 1 Living Death
 1 Maze of Ith

ARTIFACTS (2)
 1 Feldon's Cane
 1 Zuran Orb

MANA SOURCES (24)
 1 Kjeldoran Outpost
 1 Jet Medallion
 1 Land Tax
 1 Lodestone Bauble
 2 Marble Diamond
 1 Pearl Medallion
 5 Plains

1 Sol Ring
 2 Strip Mine
 8 Swamp
 1 Thawing Glaciers

SIDEBBOARD
 2 Alms
 1 Bubble Matrix
 1 CoP: White
 1 Deathgrip
 1 Endless Scream
 1 Hidden Horror
 1 Invulnerability
 1 Maze of Shadows
 2 Soltari Lancer
 2 Soltari Monk
 2 Soltari Priest

JON

The basic concept of Shadowgeddon is simple—cast cheap, hard to block creatures, and then use Armageddon to

destroy your opponent's lands before he or she can mount an adequate defense. The deck uses creatures that cost only two or three mana to create early offensive pressure, along with the removal capabilities of black and white and the devastation of Armageddon to disrupt an opponent's strategy.

However, one limitation of both black and white is that the most effective, cheap creatures in these colors require either **WW** or **WW**. This can limit your ability to play creatures on the second turn and apply early pressure to an opponent. For example, an opening draw of one Swamp and one Plains with Dauthi Slayers and Soltari Monks in hand is very weak. So I decided I would only use cheap creatures with two colored mana in the casting cost from either black or white, but not both. I could thus maximize the land of one color to prevent being color-hosed as often as possible.

After looking at the shadow creatures of both colors, I decided to choose white as my primary color. The Soltari Priest and Soltari Monk, both of which cost **WW**, are far superior to the Dauthi Slayer (the only **WW** shadow creature). The Soltaris' protection from red and black respectively make them very strong creatures in the current environment, since the most effective creature elimination lies in black and red.

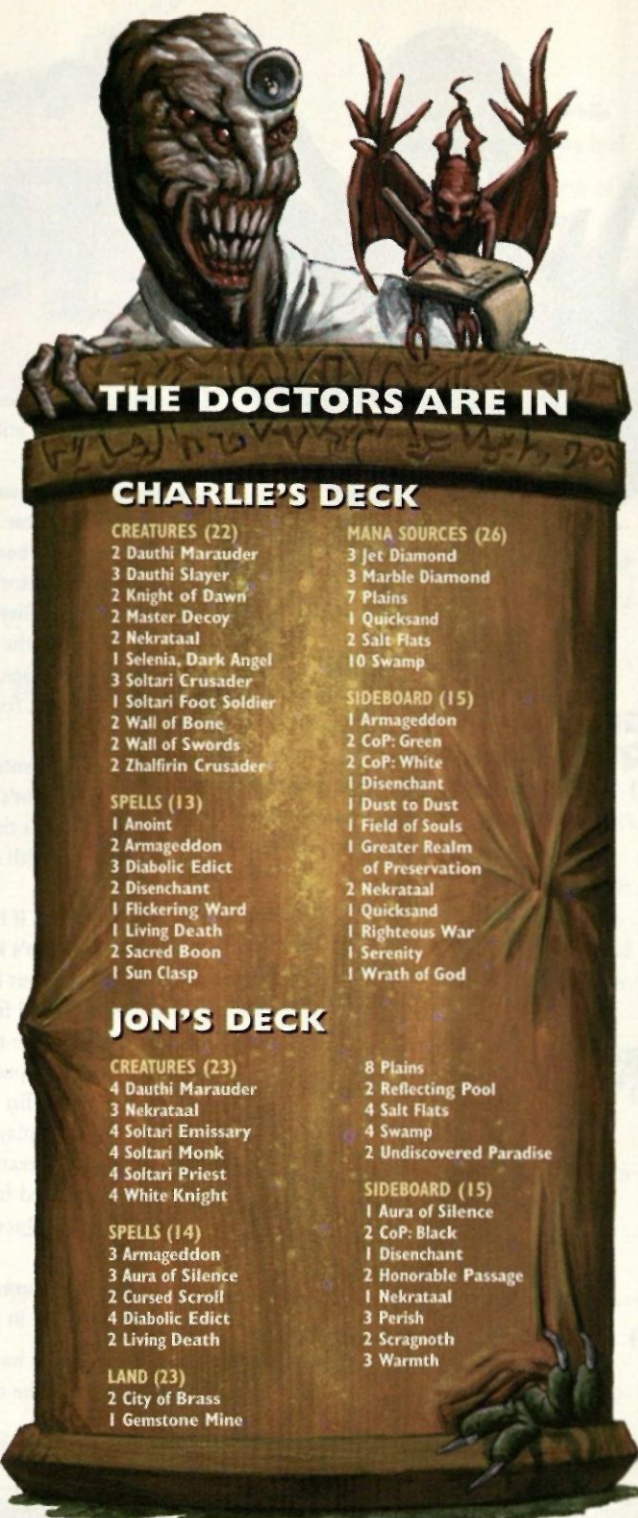
I complemented the creature base with the offensive Dauthi Marauder, the versatile Soltari Emissary, and the defensive White Knight. I also used Nekrataals, though more

for their ability to destroy an opponent's creatures than for the offensive threat they pose. While the Nekrataals do require two black mana, they are incredibly strong, and won't be cast until the fourth turn or later, by which point you can expect to have drawn the proper mana.

The spells I used to round out the deck are various types of removal. Diabolic Edict is cheap, effective creature kill. Cursed Scroll allows you to do a large amount of direct damage either to an opponent or his or her creatures, and can prevent the deck from "stalling out" if your opponent can deal with the initial creature onslaught. Living Death is simply a must-have for any black creature deck; not only can it function as a Wrath of God early in the game, but late in the game it can bring back a horde of creatures from the graveyard. Finally, Aura of Silence provides a way to deal with pesky artifacts or enchantments, and can provide serious trouble for a ProsBloom or Winter Orb lock deck.

This deck is very versatile. It has cards to effectively hose every color and strategy. Thus, the way the deck is played varies greatly upon the deck played by your opponent. When playing against black or red, throw out one of the protection creatures as soon as possible. For example, a second turn Soltari Priest versus a deck relying on Red direct damage for creature removal is often enough to win the game by itself. Likewise, a third-turn Aura of Silence can almost seal a victory against many lock decks heavy on enchantments and artifacts.

When playing against blue countermagic decks, Armageddon, Living Death, and Cursed Scroll become game winners. Armageddon



THE DOCTORS ARE IN

CHARLIE'S DECK

CREATURES (22)

2 Dauthi Marauder
3 Dauthi Slayer
2 Knight of Dawn
2 Master Decoy
2 Nekrataal
1 Selenia, Dark Angel
3 Soltari Crusader
1 Soltari Foot Soldier
2 Wall of Bone
2 Wall of Swords
2 Zhalfirin Crusader

SPELLS (13)

1 Anoint
2 Armageddon
3 Diabolic Edict
2 Disenchant
1 Flickering Ward
1 Living Death
2 Sacred Boon
1 Sun Clasp

MANA SOURCES (26)

3 Jet Diamond
3 Marble Diamond
7 Plains
1 Quicksand
2 Salt Flats
10 Swamp

SIDEBOARD (15)

1 Armageddon
2 CoP: Green
2 CoP: White
1 Disenchant
1 Dust to Dust
1 Field of Souls
1 Greater Realm of Preservation
2 Nekrataal
1 Quicksand
1 Righteous War
1 Serenity
1 Wrath of God

JON'S DECK

CREATURES (23)

4 Dauthi Marauder
3 Nekrataal
4 Soltari Emissary
4 Soltari Monk
4 Soltari Priest
4 White Knight

SPELLS (14)

3 Armageddon
3 Aura of Silence
2 Cursed Scroll
4 Diabolic Edict
2 Living Death

LAND (23)

2 City of Brass
1 Gemstone Mine

8 Plains
2 Reflecting Pool
4 Salt Flats
4 Swamp
2 Undiscovered Paradise

SIDEBOARD (15)

1 Aura of Silence
2 CoP: Black
1 Disenchant
2 Honorable Passage
1 Nekrataal
3 Perish
2 Scragnoth
3 Warmth

takes away the land needed to counter, while Living Death can bring into play a horde of creatures at once. However, Cursed Scroll, with its **1** casting cost, is the most dangerous weapon. It is very easy to sneak past countermagic due to its cheap cost, and even if your opponent can deal with all your other threats, Cursed Scroll provides an uncounter-

able 2 damage per turn.

This Shadowgeddon deck combines efficient black creature control with strong white artifact/enchantment control, along with the "broken" Armageddon. It also has cheap, effective creatures that will allow you to quickly mount both a strong offense and a strong defense versus any opponent.

FReQuENTLY AsKed qUeSTIONS

TEMPEST



GENERAL QUESTIONS

- 1) If an effect says that something happens "permanently," does this mean that spells and abilities played later can't overrule its effect?

No. Saying that an effect does something permanently just means that that part of the effect never ends, not that something can't override it later on.

BUYBACK

- 2) If I pay a spell's buyback cost but it fizzles, do I get the card back anyway?
If you pay a buyback cost, you would get the card back during the spell's resolution. So if it never resolves (something counters it or it fizzles against all of its targets) you don't get the card back.
- 3) So countering a buyback spell will also prevent me from getting it back?
That's right.

- 4) Is the buyback cost part of the spell's casting cost?
The cost isn't listed in the upper right-hand corner, so it's not part of the casting cost. It's an additional cost that's represented by a standard ability.

INDIVIDUAL CARDS

- 5) If I take advantage of Aluren's ability to play a creature card, am I still casting a spell?
Yes. Aluren just allows you to play cheap-enough creature

spells at odd times, and to play them for free, but you're still casting those spells.

- 6) How soon after something targets an Angelic Protector does the Protector get the toughness bonus?

Angelic Protector's ability triggers when the spell or ability is played, and is played during the appropriate series of triggered abilities, just like Skulking Ghost's ability, for example.

- 7) Can Circle of Protection: Shadow prevent damage that isn't combat damage?

Sure, as long as the source of the damage is a creature with shadow.

- 8) What happens if I use Coffin Queen's ability, and she's killed in response?

The creature put into play by the effect will be removed from the game only if it's in play at the time that Coffin Queen becomes untapped or when you lose control of Coffin Queen. So if the Queen leaves play before the effect resolves, the creature put into play will not be removed from the game as a result of the Queen leaving play.

- 9) Are the creatures on Cold Storage considered to be in play?

Cold Storage has errata: The first ability removes the target creature from the

game, and the second ability puts back all creatures Cold Storage has removed from the game. Thus, it functions much like Safe Haven.

- 10) So would Cold Storage put back a token creature it had removed from the game?

No. It's impossible to return to play a token that has left play.

- 11) Can a creature with summoning sickness be chosen as the first target of Deadshot?

Deadshot taps its first target as part of its effect, not as part of its cost. Therefore, it doesn't matter whether that creature has summoning sickness, or even whether that creature is tapped.

- 12) When Diabolic Edict is played, when is the sacrifice chosen?

All sacrifices are chosen when the sacrifice is made, so the choice wouldn't be made until resolution.

- 13) Can Diamonds reduce additional costs listed in card text, like doing damage with Drain Life or splitting up a Fireball?

Diamonds doesn't specify that it reduces casting cost, so it can "pay for" additional costs.

In the SPoTLIGHT

- Q** Does Hand to Hand prevent me from tapping lands for mana?

A No, since effects which prevent spells' abilities from being played can't stop mana sources from being played. However, since you can't play most of the spells and abilities you'd want to spend mana on while Hand to Hand is in effect, the fact that you can tap lands for mana often doesn't change anything.

- 14) If my opponent puts a creature with flying into play, and thus my Escaped Shapeshifter gains flying, which of those abilities is considered to have resolved first?

All of the abilities listed on Escaped Shapeshifter are considered to be possessed by it, but in effect only part of the time. Thus, they are ordered before any effect.

- 15) Does Furnace of Rath really double *all* damage dealt to anything?

Yes. Note that it doubles the damage at the time that it's assigned—before damage prevention begins.

- 16) Do I repeat the process for Grindstone just once, or as long as I keep turning over cards that share a color?

The process keeps repeating as long as each pair of cards shares a color. Note that it doesn't matter whether one pair of cards shares a color with another, just whether the cards within a pair share a color.

- 17) Does Humility override already-existing effects that modify a creature's power and toughness, like Giant Growth?

Humility is applied after all preceding effects, so would override all of those effects. For example, if Humility comes into play when a creature with Armor of Thorns on it is in play, that creature is 1/1, not 3/3. But if Giant Growth resolved later, that creature would be 4/4, not 1/1. And so on.

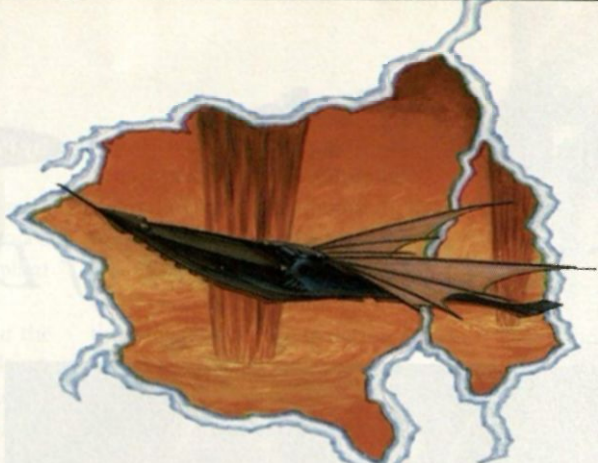
- 18) Does Humility just make creatures lose the abilities written on the card?

Humility makes creatures lose all abilities, just like it overrides all previous power/toughness modifications. Something can be given an ability later on, of course.

- 19) Does Interdict just shut down the targeted ability?

It stops all of the source's abilities from being played later in the turn.

- 20) Can I respond to Interdict by playing the ability again?



That would be legal, but unlikely, since Interdict is an interrupt.

- 21) Does Interdict target the source of the ability?

No, since it doesn't say that it does.

- 22) Can Mounted Archers's ability be played more than once in a turn to let it block three, four, and even more creatures?

Yes. As with most cases of "additional," the effect of this ability is cumulative.

- 23) Does using Oracle en-Yec's ability require my opponent to attack on his or her next turn?

Only to the extent that creatures which are required to attack in turn require their controller to declare an attack instead of letting the main phase end.

- 24) What happens if I have only one card in my graveyard when Phyrexian Grimoire's effect resolves?

The target opponent chooses that card and you remove it from the game. The "put the other into your hand" instruction is ignored, since there isn't another card to put into your hand.

- 25) What happens if I draw my card for the turn without having played Precognition's ability?

You miss out on the opportunity to play its ability that turn, since using the ability is optional, and by drawing your card you advanced your turn to the draw phase.

- 26) What happens if the number of black permanents my opponent controls changes between playing Reap and resolving its effect? For example, if he responds by sacrificing a black creature?

Restrictions on how many targets may be chosen apply only when those targets are actually chosen. If Reap resolves to find that its number of targets exceeds the number of black permanents target opponent controls, this doesn't affect its resolution; it won't fizzle against the "excess" targets.

- 27) Does Recycle give me a card when I play a land?

It does if you actually play the land, as opposed to using a spell or ability that happens to put a land into play, such as Nature's Lore or Skyshroud Ranger.

- 28) If my only lands are Reflecting Pools, can any of them produce mana?

If your only lands are Reflecting Pools, none of them produce any type of mana. This means you can't play their abilities at all.

- 29) Can I use Rootwater Shaman to play creature enchant-

ments as instants while Abeyance is affecting me?

Yes, since they're still of type "enchantment." While Abeyance prohibits you from playing spells of type "instants," it doesn't stop you from playing spells *as* type instant, nor does it remove the timing opportunity for playing instants.

- 30) What happens if I cast Power Sink on Scragnoth?

Scragnoth just says that it can't be countered while it's being cast; this doesn't stop interrupts from targeting it, or from having their other effects. For example, Power Sink would still force the spell's controller to tap mana, even though it's incapable of countering Scragnoth, and Arcane Denial would still allow players to draw cards.

- 31) Does Skyshroud Ranger get around restrictions like Solfatara?

Skyshroud Ranger is similar to spells like Nature's Lore in that it simply dumps a land into play, rather than allowing you to play an additional land during your turn. Thus, effects pertaining to playing lands ignore the effect of this ability.

- 32) When do I decide whether to redirect combat damage assigned by Soltari Guerrillas?

Abilities that trigger when damage is assigned are played at the beginning of the appropriate damage prevention step; only automatic damage redirection is delayed until the end of damage prevention.

Dominian Chronicles

by Pete Venters

The ♥ of Rath: *The Art of Darkness*

Well, clearly I forgot someone on my Christmas list because I've been shipped off to Rath again. I've just enough time to pay my respects at the graves of the Continuity staffers who didn't make it out from our first trip before I have to make speed to Rath's heart of darkness—the Stronghold of Volrath. And if I don't make it back to my wife before Valentine's Day, my heart will be the next thing laid open...and dissected!

It's Big—Really, Really Big

If you were looking for a building that could house a dozen Polar Krakens, a score of Phyrexian Dreadnoughts, and still have enough space for a football field, look no further. These jumbo items would all fit comfortably just in the Stronghold's living quarters; a single support structure alone is wide enough to uphold a large Benalish castle. The Stronghold is over



DEATH STROKE

ILLUS. COLIN MACNEIL

a mile-and-a-half high and the volcanic cone that houses it towers a mighty three miles above the surface of Rath. The cone's peak touches the maelstrom of energy that functions as Rath's sky, and the peak's tip is where that energy coalesces and is sucked into the Stronghold to power the creation of flowstone.

Flowstone: The Real Dirt

The bulk of the Stronghold is a flowstone factory. Powered by massive quantities of

energy drawn from the dimensional barrier overhead, the Furnace of Rath creates magma. The magma is sucked up from the furnace in a tightly concentrated stream by massive levitators at the Stronghold's base. The magma enters a rotating housing that starts to break it down, grinding and siphoning it through increasingly smaller mechanisms until it reaches almost microscopic proportions. Each molecule of the proto-flowstone is re-engineered, actually becoming a nano-machine while still part of the stone. Several varieties of these "nanites" exist, each with specialized commands.

The "programmed" element is then passed through a series of arcane stages where it is bombarded by vast (and largely unknown) energies. Details of this part of the process are still sketchy, as the area is heavily shielded and swimming in potentially lethal levels of radiant energy, including red and black mana.

The element is then ejected

into a "buffer" cyclone where it is held aloft by sheer kinetic energy. The rapid spinning separates the flowstone from a black tar-like impurity that forms during one of the latter processes, and this foul substance is ejected into the Death Pits. It is theorized that this substance is the flowstone equivalent to cancer, created by faulty nanites.

The neo-flowstone, still fresh and silvery, is spewed out onto the mountain slope. It flows down onto the plains, pushing the flowstone that came before it further ahead, spreading and congealing across the entire world's surface.

Home Sweet Home

How the Stronghold was built into the heart of an extinct volcano remains a mystery, as the very scale of the job defies rational explanation. Originally, the structure was designed as little more than a factory with the necessary living quarters for its workers, but during its operative life the Stronghold has been repeatedly customized using mutable flowstone structures over the factory core's immutable structure. These changes are the incarnate whims of successive generations of evincars, and their affectations have shaped the forms and facilities of the building as it now stands.

The current configuration features a large carapace opposite the main spar. This carapace houses several docks capable of taking ships even larger than the *Predator*,



ILLUS. KEV WALKER

ILLUS. KEV WALKER

though to date no such monstrosities have been seen. The carapace is flanked by a pair of gardens that were added by an evincar who was preoccupied with experimentation with plant life. These gardens are home to numerous plants and animals, but the animals are little more than food for the plants which are predominately and sometimes aggressively carnivorous. Few of the plants actually eat their prey's flesh: rather, they drink its blood. This grisly appetite has slowly changed these plants, turning their sap thick and black like molasses. Some species have been seeded upon the plains to test their tenacity. Only the Kor have learned the trick of recognizing these carnivores—they always fire an arrow at any new plant so they can check its sap to see if the plant is edible (or considers them so).

The few animals the evincar finds useful live in the menagerie. Volrath is particularly fond of this area, as it

approach the wall they become more densely packed and honeycombed. Even the connecting mountain has been hollowed out in a few areas. These are the Mogg warrens, a network of caves and buildings to house the Moggs as their population grows, and home to nearly every Mogg on Rath. One of the few non-barracks structures is a temple dedicated to the Mogg god of war. Prolonged exploration of the warrens is impossible due to a pervasive stench that would give a Bog Imp pause for thought. This seems to suit the Moggs just fine, as their Stronghold overseers are loath to enter the worst areas of the warrens.

Perhaps the most striking aspect of the Stronghold's design is that it is suspended within the mountain, leaving a large area of the floor of the mountain interior clear. This area has become populated by the *i*-Kor and *i*-Vec, traitors to their tribes who now work for the evincar. An entire city

has grown in the shadow of the Stronghold in a circle set a safe distance from the stream of magma drawn from the furnace. It is a haunting city of grim duty and little cheer, lit only by the shimmering light of the molten rock. The place cannot possibly function like a normal city, as it has no trade nor an ecological

base to feed its population. Volrath probably provides the citizens with sustenance in exchange for their unquestioning obedience. This may seem like meager payment, but on Rath a regular meal is a real treasure.

Next issue, we'll go further into the Stronghold and spy upon the sanctums of Volrath—those private areas where he plots the fate of the *Weatherlight* and Dominaria.

Some say Pete Venters returned to Rath to scope it out as a potential honeymoon site. After a thorough survey, he decided to go to Siberia instead.



CRYSTALLINE SLIVER

ILLUS. L.A. WILLIAMS

contains many unusual species captured from Dominaria. Ultimately, all the creatures here come under Volrath's knife as he performs experiments, reworking them in the hopes of finding a place for them in his schemes. Most end up mutilated, but (unfortunately for them) few end up dead.

Stretching from the main habitation structure is a chaotic assembly of ovoid flowstone buildings, precariously connected and supporting each other by flowstone bridges. They run from the Stronghold's carapace to the inner wall of the volcano, and as they

Dominian FAQ

<continuity@wizards.com>

If you have any questions about ancient or recent history in Dominia (no rules questions, please), email them to <continuity@wizards.com>. Though we cannot respond to each question individually, we will pick a selection of the most common questions (and the occasional oddity) to answer on these pages.

Here are some general questions about the new creatures, Slivers...

What do the Slivers sound like?

I always imagine a high-pitched chittering, akin to a cricket, but frankly it's not something we've thought about too closely.

Will there be a Sliver in the future that gives all Slivers "Bands with other Slivers?" I think a hive mind would have this ability.

That would be giving away proprietary info about upcoming sets. I'm afraid I can't do that. You'll have to keep an eye on "Insider Trading" to see what Mark Rosewater has sneaked out of the office this month. Still, he'll have to run a little faster if he wants to escape the new attack dogs. Could be a good show.

How common are Slivers on the world of Rath? Are they the equivalent of bats?

Rath just doesn't have a lot of creatures—period. In relative numbers, the bats comparison is fair, but I'd hesitate to say that there were more than 5,000 Slivers in total. However, Volrath is probably having them bred for a reason, so the numbers will probably continue to climb.

—P.V.

Single-Card Strategies

by JEFF FRANZMANN

Tendrils of Despair

In the darkened captain's quarters, the young apprentice huddled in terror. The sounds of battle had subsided, replaced with a clammy, wretched silence, punctuated every so often with the hollow footfalls of the boarding party. Erit pressed at his temples, hoping to relieve himself of the Tendrils of Despair.



At a cost of ♠ and a sacrificed creature, *Tendrils of Despair* appears to be a counterproductive discard spell. Card advantage requires retaining more resources than your opponent, and *Tendrils* simply trades two of your cards for two of your opponent's cards. However, you can use *Tendrils* to deplete your opponent's resources without losing your own.

One effective way to use *Tendrils* is in combination with cards like *Breeding Pit*, *Snake Basket*, or *Sengir Autocrat*, which all produce multiple creature tokens from a single source. Using these token creatures maintains your card advantage while delivering a hit to your opponent.

You can also use *Tendrils* to rid yourself of creatures you have stolen from your opponent. If your opponent has an *Emberwilde Djinn*, gain control of it long enough to use *Tendrils*. This also works well on your own creatures that have been negatively effected by an enchantment or effect.

If you use a reanimator deck, *Tendrils* can help cycle *Nether Shadows* and *Ashen Ghouls* into your graveyard while delivering a card hit to your opponent. If you can afford the loss of life, *Brood of Cockroaches* is another excellent beast to use with *Tendrils*.

Tendrils can also be powerful with other methods of bringing creatures back from the graveyard. For example, play *Phyrexian Walker* on your first turn and cast *Tendrils* to force your opponent to discard. You can later use *Disturbed Burial* (and buy it back) to return the *Walker* to your hand, preserving your card advantage. Another option is *Gravedigger*, which allows you to return a creature in your graveyard to your hand when it comes into play.

SINGLE-CARD STRATEGIES IS A TRADEMARK OF JEFF FRANZMANN

Try It! Theme Weavers

"Theme Weavers" highlights decks that are light on strategy but heavy on theme. To submit a deck, send a card list and a short explanation to "Theme Weavers" c/o The Duelist, P.O. Box 707, Renton, WA 98057-0707, or to <duelist@wizards.com>. Include your name, address, and phone number for verification. Explanations may be edited for length or clarity.

ONE RING TO RULE THEM ALL

This deck, based on the *Lord of the Rings*, takes a look at Sauron's forces of evil. *Aladdin's Ring* represents the One Ring; *Glasses of Urza* is Sauron's seeing stone; *Heart of Bogardan* is Mount Doom (with *Fireballs* representing the flaming rain spewed by the mountain); *Evil Eye of Orms-by-Gore* is the Lidless Eye; *Coercion* and *Evincar's Justice* represent the will and hatred of Sauron; *Shivan Dragon* is Smaug; the various *Dauthi* represent the Nazgûl; *Shadow Rider* is the Witch-King; *Serrated Arrows* are the vicious Nazgûl darts; *Orcs*, *ogres*, and *goblins* make up the common soldiers in Mordor; and *Cinder Marsh* is the land of Mordor, where the Shadows lie.

—Matthew Hannum, Cherry Hill, New Jersey

ARTIFACTS

- 1 *Aladdin's Ring*
- 1 *Glasses of Urza*
- 2 *Serrated Arrows*

BLACK

- 2 *Coercion*
- 2 *Dark Banishing*
- 3 *Dauthi Horror*
- 2 *Dauthi Marauder*
- 3 *Dauthi Slayer*
- 2 *Diabolic Edict*
- 1 *Evil Eye of Orms-by-Gore*
- 1 *Evincar's Justice*
- 1 *Shadow Rider*

RED

- 3 *Fireball*
- 3 *Goblins of the Flag*
- 1 *Heart of Bogardan*
- 2 *Incinerate*
- 2 *Ironclaw Orcs*
- 1 *Lightning Bolt*
- 2 *Sawtooth Ogre*
- 1 *Shivan Dragon*
- 2 *Uthden Troll*

LANDS

- 2 *Cinder Marsh*
- 10 *Mountain*
- 11 *Swamp*



THE MONSTER MASH

*I was working on my deck, late one night,
When from my binder came an eerie sight,
All the monsters from their pages began to rise,
and suddenly to my surprise...*



They did the mash. *Monster Mash* uses creatures based on the song's lyrics—ghouls, vampires, the wolf-man, and baying hounds all show up in this medley of cards. Special places and phrases, such as "Castle (Sengir) East" and "Transylvanian (Mind) Twist" are also included for your amusement. As a final touch, I added *Baton of Morale* so the vampire could be "part of the band." *Dance of the Dead* and *Dark Ritual* help set the mood for this creature feature.

—Greg Dolnick, Herndon, Virginia

ARTIFACTS

- 3 *Baton of Morale*

BLACK

- 4 *Ashen Ghoul*
- 4 *Cyclopean Mummy*
- 4 *Dance of the Dead*
- 3 *Dark Ritual*
- 4 *Frankenstein's Monster*

- 4 *Ghost Hounds*
- 4 *Krovikan Vampire*
- 4 *Lesser Werewolf*
- 1 *Mind Twist*
- 4 *Scathe Zombies*

LANDS

- 4 *Castle Sengir*
- 20 *Swamp*

COMPLETE DCI Banned and Restricted

Valid as of January 1, 1998

CLASSIC (TYPE I) BANNED LIST

Any ante card contained in any newly released card set

Amulet of Quoz
Bronze Tablet
Channel
Chaos Orb
Contract from Below
Darkpact
Demonic Attorney
Divine Intervention
Falling Star
Jeweled Bird
Mind Twist
Rebirth
Shahrazad
Tempest Efreet
Timmerian Fiends

CLASSIC (TYPE I) RESTRICTED LIST

Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Demonic Tutor
Fastbond
Fork
Ivory Tower
Library of Alexandria
Maze of Ith
Mirror Universe
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall
Regrowth
Sol Ring
Strip Mine
Time Walk
Timetwister
Underworld Dreams
Wheel of Fortune

CLASSIC-RESTRICTED (TYPE I.5) BANNED LIST

Any ante card contained in any newly released card set

Amulet of Quoz
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Bronze Tablet
Candelabra of Tawnos
Channel
Chaos Orb
Contract from Below
Copy Artifact
Darkpact
Demonic Attorney
Demonic Tutor
Divine Intervention
Falling Star
Fastbond
Feldon's Cane
Fork
Ivory Tower
Jeweled Bird
Library of Alexandria
Maze of Ith
Mind Twist

Mirror Universe
Mishra's Workshop
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Rebirth
Recall
Regrowth
Shahrazad
Sol Ring
Strip Mine
Tempest Efreet
Time Walk
Timetwister
Timmerian Fiends
Underworld Dreams
Wheel of Fortune
Zuran Orb

EXTENDED BANNED LIST

Any cards from the following limited-edition expansion sets are banned unless they are reprinted in a legal set, limited or otherwise:

Arabian Nights
Antiquities
Legends

Any cards from the following basic sets are banned unless they are reprinted in a legal set, limited or otherwise:

Alpha
Beta
Unlimited

SPECIFIC CARDS:

Balance
Black Vise
Braingeyser
Channel
Demonic Tutor
Fastbond
Hypnotic Specter
Ivory Tower
Kird Ape
Mana Crypt
Maze of Ith
Mind Twist
Regrowth
Serendib Efreet
Sol Ring
Strip Mine
Wheel of Fortune
Zuran Orb

STANDARD (TYPE II) BANNED LIST

No cards are currently banned in Standard.

ICE AGE-BLOCK BANNED LIST

Amulet of Quoz
Thawing Glaciers
Zuran Orb

MIRAGE-BLOCK BANNED LIST

Squandered Resources

BANNED AND RESTRICTED LISTS UPDATES

The DCI announces updates to its official Banned and Restricted Lists four times each year: March 1, June 1, September 1, and December 1. All changes to these lists are effective on the first day of the month following the announcement date.

December 1, 1997 Announcement (Effective January 1, 1998)

Classic (Type I) Restricted List:
Strip Mine is added

No alterations were made to the Banned List of any format.

TEMPEST ENTERS TOURNAMENT FORMATS

The *Tempest* expansion entered the sanctioned Constructed tournaments (Classic, Classic Restricted, Extended, and Standard) on November 1, 1997. *Ice Age*, *Homelands*, and *Alliances* rotated out

of the Standard format on the same date. However, all three sets are still playable in Extended tournaments, and the DCI continues to sanction *Ice Age*-block tournaments within this format.

The complete, official list of card sets permitted in sanctioned formats, valid as of January 1, 1998, is as follows:

Classic: All editions of the basic set, *Arabian Nights*, *Antiquities*, *Legends*, *The Dark*, *Fallen Empires*, *Ice Age*, *Homelands*, *Alliances*, *Mirage*, *Visions*, *Weatherlight*, *Tempest*, and promotional cards

Classic Restricted: All editions of the basic set, *Arabian Nights*, *Antiquities*, *Legends*, *The Dark*, *Fallen Empires*, *Ice Age*, *Homelands*, *Alliances*, *Mirage*, *Visions*, *Weatherlight*, *Tempest*, and promotional cards

Extended: All editions of the basic set (including and following *Revised*), *The Dark*, *Fallen Empires*, *Ice Age*, *Homelands*, *Alliances*, *Mirage*, *Visions*, *Weatherlight*, and *Tempest*

Standard: *Fifth Edition*, *Mirage*, *Visions*, *Weatherlight*, and *Tempest*

DCI POLICY ISSUES

Current topics under discussion include the following:

DCI penalties for rules infractions

Currently, the DCI typically suspends a member who commits a serious offense; the length of the suspension varies with the severity of the infraction. Would a system of warnings for offenders, followed by suspension, be equally or more effective?

DCI intervention and habitual rules infractions

Sometimes DCI members receive repeated warnings, or are disqualified, for various or identical rules infractions. Should the DCI intervene if a member accumulates a significant number of warnings or disqualifications? If so, what criteria should the DCI use to determine the appropriate time to intervene? What form should this intervention take?

Effective dates for rulings and errata

A standardized rulings and errata announcement process would greatly contribute to the stability of the

sanctioned-tournament environment. Whenever possible, the DCI will release new rulings and errata on the same quarterly dates reserved for Banned and Restricted List updates (March 1, June 1, September 1, and December 1). It may be necessary to announce such rulings and errata more immediately from time to time, but we hope these occasions are rare.

Sanctioned team tournaments

Team competition is rapidly becoming a popular tournament format. The DCI plans to begin sanctioning team tournaments in early 1998, complete with official team ratings and rankings. The Policy team is currently discussing the pros and cons of various team sizes: Are two-, three-, or five-player teams more appropriate? Should ratings be linked to a particular team member, such as a team captain, or should they be more flexible? How should the DCI register teams for the tournament season?

WE WELCOME YOUR FEEDBACK!

Please take the opportunity to send us your opinions: DCI, Wizards of the Coast, P.O. Box 707, Renton, WA 98057-0707; phone: (425) 204-8032; fax: (425) 204-5820; email: <dc@wizards.com>; website: <www.wizards.com/MTG_DCI>.

DCI News

by Jason Carl, DCI Policy Director

Tournament News

Blitzkrieg: Place Blasts the Competition in Mainz



▲ "Ich bin Champion."

Cool, blustery winds sweeping off the Rhine River and hotly contested matches being played inside the Kurfürstliches Schloss (the Roman-German Central Museum) were both prevailing at Pro Tour-Mainz, Wizards of the Coast's second-ever overseas Magic Pro Tour event. The tournament, held December 5-7 in Mainz, Germany—approximately 30 minutes south of Frankfurt—sporting a total of 291 competitors and featured a challenging *Tempest* Rochester Draft format.

After six rounds of Swiss-style pairings and two drafts, the Top 64 performers advanced to Day 2, including 31 Americans and four Germans. Darwin Kastle, a 26-year-old marketing administrator from Allston, Massachusetts, and proven Pro Tour player, was not among them. "It was frustrating for me," he said. "I felt like in both my drafts I drafted well, but there are still certain disadvantages being one of the better-known players during a draft. People were drafting cards just so I couldn't get them."

Those are the breaks on the Magic Pro Tour, especially with \$151,635 on the line—including a first-place prize of

\$25,000. After all the dust had settled, one Magic mainstay was left standing: 22-year-old Matt Place of Kansas City, Missouri. An experienced player who had recently earned a Top 16 finish at Pro Tour-Chicago in October, Place dominated the field during Sunday's final rounds to score his first Pro Tour victory.

Place drafted a red/black burn deck on Sunday and proceeded to crush his opponents, one right after

the other, losing only a single game during all three of his best-of-five-game matches. The eight players who advanced to Sunday included five Americans (Chris Bishop, Kurt Burgner,



Mark LePine, Steven O'Mahoney-Schwartz, and Place); Germany's Peer Kröger; England's John Ormerod; and Italy's Gabriele Pissicchio. The lineup was talented, but Place's overall knowledge of the game proved too tough to beat.

"I like Rochester Draft. I think it's the best format for testing someone's skill," he said. "For training, all I did was look at every card and draft over and over again. And I memorized each of the cards by picture. You need to be aware of every card. The middle of a draft is no time to start learning what a particular cards does. It's definitely practice makes perfect in a draft format."

Asked what he'll do with his recent prize winnings, he said: "I'm definitely gonna buy some more Magic cards, then I'll probably throw a \$22,000 party. And I'll save the rest. I'm just a traveling bum right now." A bum who just got \$25,000

richer with three days' work.

The next Magic Pro Tour event is scheduled to take place in Los Angeles, March 6-8, aboard the world-famous Queen Mary oceanliner. Another \$150,000 cash purse will highlight *Tempest* Constructed competition. Good luck to those who qualify. —Terry Melia

Triumph of a 'Scrub' Rob Swarowski Takes Grand Prix-San Francisco

While many top players slugged it out in Germany, nine time zones to the west the San Jose Convention Center played host to Grand Prix-San Francisco. Over 200 players packed up their Extended decks and descended on the Bay Area December 6 and 7 to compete for invitations to 1998's Pro Tour-Los Angeles, as well as \$10,000 in cash and prizes.

Though the event had an unmistakable West Coast flavor, many players came from far away to compete, hailing from such far-off lands as Michigan, New York, and Canada.

After 12 rounds of Swiss competition over two days, local heavyweight Daniel Clegg emerged as the number-one seed, piloting his red/white Land's Edge weenie deck to an amazing 11-0-1 record, five points ahead of second-seeded Ryan Fuller of Burnaby, British Columbia. During the quarterfinals, Clegg ran into Las Vegas player Rob "Scrubowski" Swarowski's burn deck, losing 2-1 in a heartbreaker. In other quarterfinal matches, Fuller won over Santa Barbara's Ernest Alexander; Portland, Oregon's Brett Quorn defeated Steve Aldrich; and Riverside, California's Steve Shears edged out San Francisco's Casey McCarrel.

Semifinal action pitted Fuller against 15-year-old Shears, while Quorn was paired against Swarowski. Fuller, playing a red/black "Necro-Burn" deck,

managed to Drain Life Shears before his opponent could get his unique and powerful Eladamri's Vineyard deck going. Shears took the loss in stride, happy with his finish (and winnings) as well as the knowledge that his friend Justin Baker won the Pro Tour Qualifier that day using a nearly identical copy of his deck.

The final game of the Quorn-Swarowski matchup was one of the more dramatic contests of the tournament. Quorn, with 7 life remaining, was poised to win on his next turn with a White Knight and Mishra's

Factory in play and several cards in hand. Swarowski, however, pulled a Fireblast on his draw phase to go with his other Fireblast in hand and four mountains in play. Fearing an Honorable Passage from Quorn, Swarowski suffered several minutes of indecision before deciding it was "do or die" time and launched the two Fireblasts at Quorn. With no defense against the 'blasts, Quorn was toast, advancing Swarowski into the Grand Prix finals.

During the finals, Swarowski's "Super Scrub Sligh" came to play while Fuller's Necrodeck failed to

bring up the cards needed to beat the burn. The first game featured lots of fire, turning Fuller several shades of burnt. In the second, despite Swarowski having no more than two lands in play at any one time, Fuller couldn't pull the Hymn of Tourachs and Drain Lifes necessary to take advantage of the situation. Thus, "Scrubowski" took home the title and \$3,000. When asked about his victory, Swarowski commented, "Anyone who works hard and puts in the time can win a big tourney. Don't ever give up."

—Jack Lewis Stanton



Grand Prix—Como:

Frenchman Michael DeBard Wins

The European Grand Prix circuit moved to a wet and windy Italy to prepare for the last event of the year. The tournament took place at the holiday resort of Como, a large palace situated on the shore of Lake Como. Decorated with beautiful frescoes, the site was one of the most spectacular yet seen on the Pro Tour circuit.

Despite having over 300 players pre-registered for the tournament, transportation strikes in Italy and France made travel difficult, cutting attendance to 221 players. Both France and Italy had strong representation, while additional players from Switzerland, Hungary, Belgium, the Netherlands, Portugal, and the Republic of Ireland came to compete for \$10,000 in prize money and eight invitations to Pro Tour—Mainz. A number of U.S. military personnel stationed in Europe attended, along with most of the World Champion Czech Republic team—including current Magic World Champion Jakub Slemr. Slemr, whose performance in the 1997 World Championships had already qualified him for Pro Tour—Mainz, came along to help support his team. Switzerland's Alexan-

der Blumke, Magic's 1995 World Champion, also played. Thanks to the assistance of two local judges acting as translators, language problems were minimal.

Most players expressed enjoyment at playing the *Fifth Edition—Visions* Limited format, finding it well-balanced for Limited environment play. After six rounds of Swiss-style pairings the Top 64 players were identified for Sunday's competition. Again, both France and Italy were well represented in the Top 64 and it appeared that the French might continue their dominance of 1997 European Grand Prix tournaments.

Those players missing the cut were heard to mutter, "You wait until the side events tomorrow," while those continuing on to Sunday retired to local bars to discuss their winning strategies.

In Sunday's competition, players received new decks but continued with their scores from Saturday. As the day progressed, many players dropped out as they realized they were no longer in the running for the Top 8, opting instead to play in the side events. The Top 8 play-

ers were identified at the end of the five rounds of play. After a short break to rearrange the room, the players returned to draft their decks for the final matches.

In the quarterfinals, Lukas Ladra of the Czech Republic defeated Gilles Martineau (France) 2-1. Michael DeBard triumphed over fellow Frenchman Pierre Van Tervamere 2-0, narrowing the odds of another French Grand Prix victory. Michael Swald (Switzerland) defeated Luca Chiera (Czech Republic) 2-0, while Roger Leu (Switzerland) beat David Kearney (Republic of Ireland) 2-1.

The semifinals matched Michael DeBard against Michael Swald. To the delight of the audience, Lady Luck smiled on DeBard as he drew what he needed and cruised to a 2-0 victory. In the other semifinal match, Lukas Ladra defeated Roger Leu 2-0.

Since both finalists knew each other from the European tournament circuit, the finals proved to be a good-humored match. Unfortunately for Ladra, DeBard made short work of him, winning the finals 2-0. In doing so, DeBard became the fourth French player to take home the Grand Prix trophy in 1997.

—Carl Crook

Those players missing the cut were heard to mutter, "You wait until the side events tomorrow."





Well, Eugene's at it again. Last week he was at a **Magic** tournament, chattering happily about fatties and topdecking, thinking how cool it was to talk **Magic** like the bigshots. Then the room erupted into a philosophical discussion about which deck was better—**Necro** or **Squandered Stasis**—and Eugene realized he still had some learning to do.

House of Cards

Many of us have heard deck names bantered about at tournaments. Maybe you asked what they were; more likely, you were afraid of looking like a scrub. Well, for those of you who don't surf the Internet eight hours a day, here's an assortment of **Magic** decks, organized into three categories: early-foundation decks that still influence the game, superstructure decks that built on that foundation to create more powerful decks, and home-improvement decks that incorporate current fads into the existing house of cards.

LAYING THE FOUNDATION

White Weenie: The first horde decks were all white and used lots of small creatures powered up by enchantments such as *Crusade* to overrun opponents. The creatures all had a good ratio of power/toughness to casting cost, or a special ability like banding or first strike. Favorites include *White Knight* and *Savannah Lions*.

Burn: A burn deck is red and uses a lot of—well—burn (direct damage like *Incinerate*, *Fireball*, *Hammer of Bogardan*, *Fireblast*, and so on). Its goal is to fry opponents as quickly as possible, usually not

even bothering with defense.

Permission: The permission deck uses so much countermagic (*Counterspell*, *Power Sink*, *Arcane Denial*, and so on) that opponents feel like they need permission to play anything. And when they do get something into play, it's usually stolen, boomeranged, or taxed (some cost must be paid to keep the card in play).

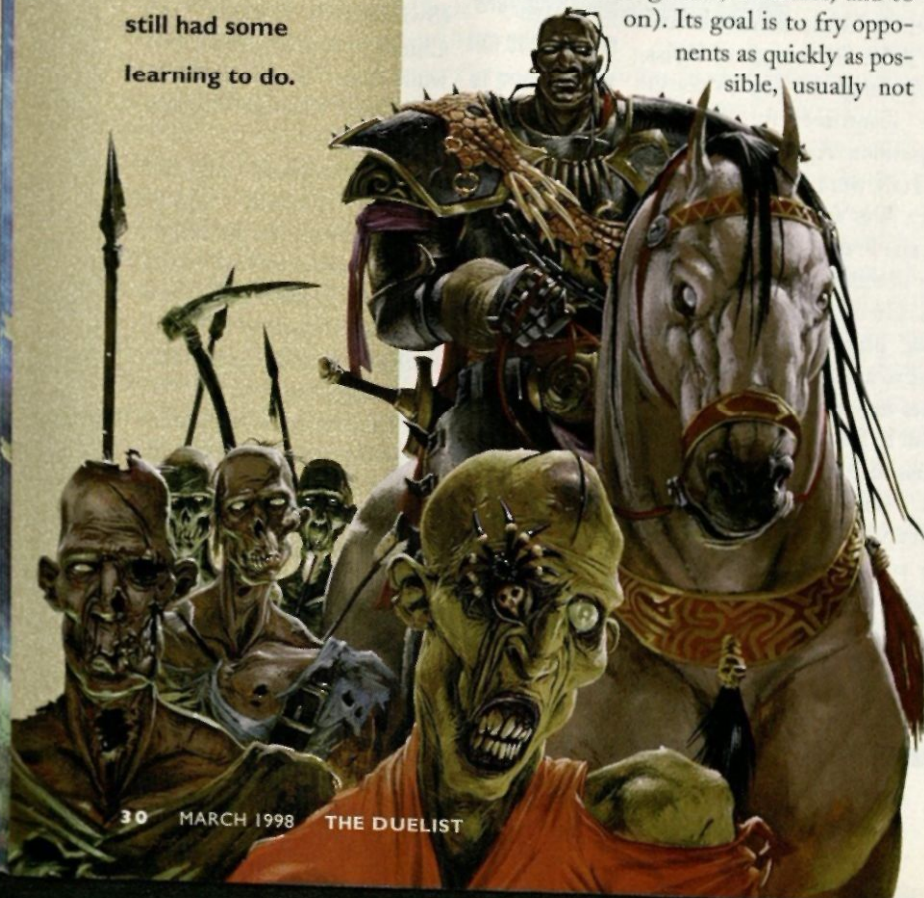
Stasis: Perhaps the original "lock" deck, this deck uses *Stasis* and *Kismet* to lock opponents into a permanent tapped state (no one gets an untap phase and all your opponent's cards come into play tapped). *Birds of Paradise* enchanted with *Instill Energy* were often used to pay *Stasis*'s upkeep cost. Another variation used *Time Elemental* to bounce the *Stasis* back to its owner's hand, allowing his or her cards to untap; then the *Stasis* is cast again.

Land Destruction: This deck attempts to keep opponents from doing anything by destroying all of their lands using cards like *Stone Rain*, *Strip Mine*, *Choking Sands*, and the new *Wasteland*. Now more of a sidelight of some tournament decks, the original land-destruction decks could kill quickly. Out-of-print cards like *Nether Void* often made it nearly impossible to cast spells, while *Black Vise* dealt up to 3 points of damage every turn.

Prison: This lock deck uses *Winter Orb* (players only untap one land during upkeep), *Armageddon* (destroys all lands), and *Icy Manipulator* (taps any land, creature, or artifact) to keep opponents behind bars by using *Icy Manipulator* to tap the one land they have available every turn.

Mill: A mill deck runs opponents out of cards with cards like *Millstone*, *Jester's Cap*, and *Howling Mine*. This deck also uses elements of the permission deck to keep the player alive long enough to finish the job.

Reanimator: Reanimator decks try to get around the huge casting costs of big creatures like *Elder Dragons* and *Colossus of Sardia* by putting them into the graveyard first and then retrieving them with cards like *Animate Dead* and *Dance of the Dead*. New cards like *Disturbed Burial*, *Shallow Grave*, *Necromancy*, *Corpse Dance*, and *Living Death* make it even easier to "reanimate" dead creatures.





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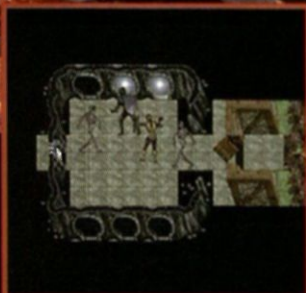
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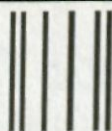
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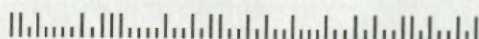
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BUILDING THE SUPER STRUCTURE

Turbo Stasis: One big problem with the Stasis deck is Stasis's upkeep cost of 6. Most Stasis decks win by running opponents out of cards. To speed up the process, the Turbo Stasis player adds Howling Mines to get to his or her lands quickly (to keep the Stasis out longer) and run opponents out of cards that much faster. A Turbo Stasis player will also use Boomerang to bounce the Stasis back to his or her hand, or just let it expire once the Howling Mine turns up a new Stasis.

Black Swarm: After the success of the white weenie deck, players began looking to other colors for new horde decks. The black swarm uses the most efficient black creatures like Black Knight, Fallen Askari, and Nekrataal along with black's creature-destruction cards (Terror, Weakness, and Drain Life).

Sligh: The Sligh deck (often called a goblin deck because many of its creatures are goblins) is a red version of the weenie horde deck with a lot of burn (Fireball and Incinerate) to clear a path for the horde. What makes the Sligh deck unique is its mana curve that in theory allows the Sligh player to cast a spell every turn and use all available mana.

Erhnageddon: This deck uses creature and artifact mana (Llanowar Elves, Diamonds) to play a third-turn Erhnam Djinn. The Erhnageddon player then tries to seal the game with an Armageddon (destroys all lands), leaving opponents with no easy way to deal with the 4/5 Djinn before it's too late. Now that Erhnam Djinn has left Standard play, Maro is often substituted, resulting in "Marogeddon."

Necro: Necropotence makes you skip your draw phase and pay 1 life for each card you want to draw. This sounds like a raw deal, but imagine being able to fill your hand in one turn. To capitalize on this card advantage, Necro uses a steady stream of efficient creatures, a lot of creature removal (Terror, Dark Banishing), card denial (Hymn to Tourach), and direct damage and life gain (Drain Life). In addition, Necro decks use Nevinyrral's Disk to clear the board of threats and get rid of Necropotence when it is no longer needed.

HOME IMPROVEMENT

Squandered Stasis: This variation of the classic Stasis deck uses Squandered

Resources, which enables you to sacrifice land for mana to help pay Stasis's upkeep.

Browse Digger: The Browse-Digger deck lets the player whip through his or her library by repeatedly using Browse to look at the top five cards, take one, and remove the rest from the game. Once the player's library is empty, he or she can then use Soldevi Digger to recycle a few key cards like Counterspell and/or Incinerate over and over until victory is assured.

CounterPost: This deck takes the classic blue/white counter-control deck and adds a twist—a horde of uncounterable creatures via Kjeldoran Outpost (a land card from *Alliances*). Another important card in this deck is Thawing Glaciers,

from black, Disenchant from white, Arcane Denial or Memory Lapse from blue, and Incinerate from red), making it an extremely well-rounded deck.

Four-Color Black (4CB): The 4CB deck is the new black horde deck. Borrowing the rainbow versatility of G5C, 4CB has a black creature base (Nekrataal, Black Knight, and pump knights) and adds Incinerates as well as 187 creatures from blue and green such as Man-o'-War and Uktabi Orangutan.

Buried Alive: The Buried Alive deck is a new look at the reanimator theme. It uses Ashen Ghoul and Nether Shadow, which automatically come back to life when they

After the success of the white weenie deck, players began looking to other colors for new horde decks.



which both provides the mana needed to create the Outpost horde and thins its controller's library, making it easier to find critical cards. If a player takes out the Outposts and the white control cards and adds red direct damage (especially the reusable Hammer of Bogardan), this deck becomes a "CounterHammer" deck.

Big Blue: The descendent of the pure-blue Counterspell deck, Big Blue combines lots of big, flying creatures (like Air Elemental) with a bunch of countermagic. The deck is slow to build up, but in the late game can swarm opponents with a deadly air force.

Señor Stompy: Green swarm decks take the weenie horde to a new level, because green offers pretty big creatures for about the same casting cost as white weenies such as Benalish Hero or White Knight. Stompy tosses down Rogue Elephants and Harvest Wurms, then uses Giant Growths and Hearts of Yavimaya to make these monsters even bigger. As a finishing touch, Stompy drops Winter Orb to stunt opponents' growth.

Five-Color Green (G5C): Another mostly green horde deck, G5C has fast mana (Birds of Paradise and Quirion Ranger) and a fine green creature base (Maro, Jolrael's Centaur, and River Boa). But then G5C leaves green for some of the best removal cards from each color (Terror

have a certain number of creatures on top of them in the graveyard. The goal is to put these creatures into the graveyard quickly using Buried Alive and Living Death and get to the point where every creature that dies brings another back to life.

Prosperous Bloom: Sometimes called "ProsBloom" or "BloomyDrain," this deck attempts to kill with one massive Drain Life. The Bloom deck uses a multi-card combo to produce huge amounts of mana for that lethal blow. Cadaverous Bloom lets you discard cards to gain two green or two black mana. Squandered Resources lets you sacrifice land for extra mana. Natural Balance lets you replace those sacrificed lands to continue the mana buildup. The Bloom player uses these cards to power up a 12- to 15-card Prosperity and then pitches these cards to Cadaverous Bloom for that lethal Drain Life.

THE FINISHING TOUCH

Of course, no deck can be fully explained in one paragraph, but this list should give you an idea of how some popular decks work. And maybe Eugene will read this month's article as well, because he learned so much after reading last issue's article. Who knows? We might yet see Eugene's smiling face at a Pro Tour. ♦

Melody Alder has high hopes for all Eugenes.

DECK DECONSTRUCTION

by Beth "BethMo" Moursund



Counterpost decks were very prominent in Standard tournaments until the *Tempest* rotation, and now should become a force in Extended. Canadian National team member Gabriel Tsang used a Counterpost deck to win the Extended portion of the 1997 Magic World Championships.

Thank You, Sir. May I Have Another?

Counterpost Assembles the Troops and Controls the Battlefield

Counterpost is a member in good standing of the "permission deck" family. The basic Counterpost strategy is to take control of the game, countering or neutralizing anything your opponent tries to do. Meanwhile, you play one or more Kjeldoran Outposts. Whenever you have excess mana at the end of a turn, create a Soldier token. Eventually, if you can keep everything else at a stalemate, your army of 1/1 Soldiers will march on to victory.

STOCKING THE OUTPOST

All permission decks start from the same foundation: countermagic to prevent your opponent from hurting you or disrupting your strategy, supplemented by spells to destroy or otherwise remove permanents. Most also include a healthy dose of library manipulation.

Counterpost decks generally include about a dozen counters.

Counterspell itself is always a favorite, and nearly all versions use four.

Force of Will is almost as popular, since opponents can't rely on slipping spells through when you're tapped out; whether you have four Force of Wills or not, make your opponent think you do. After that, tastes vary. Dissipate is especially good

against decks with recycling cards such as Hammer of Bogardan and Ashen Ghoul, while Dismiss provides card advantage but is even more expensive. Under the right circumstances, Disrupt can be as good as Dismiss at a quarter of the cost, but it's just a no-effect cantrip once your opponent has excess mana. Since Counterpost is designed for long, slow games, Disrupts don't help much. Ertai's Meddling, meanwhile, works just like another Counterspell against other interrupts, and it's cheap. However, it is less useful against other spells, so it's more likely to be found in the sideboard.

Counterpost draws most of its anti-permanent spells from white. Disenchant and Swords to Plowshares are top-of-the-line spells; four of each is typical, though some decks use fewer. Wrath of

God and Serrated Arrows are both good for taking out multiple creatures, especially if they have Protection from White. If you expect to see a lot of black weenie decks, it's worth putting Serrated Arrows in your main deck. If not, it's probably better as a sideboard card. Quicksand, though not a spell, falls into the same category as Serrated Arrows. It's not as efficient for killing 1-toughness creatures, but it has the advantage of not being counterable.

Blue's anti-permanent spells usually steal or neutralize rather than destroy. The most common choice in Counterpost decks is Political Trickery. This spell is priceless against other Counterpost decks, but only marginally useful against many deck types. In the heyday of Counterpost, Political Trickery was often included in the main deck, but these days it may be better as a sideboard card. Control Magic, Steal Artifact, and Steal Enchantment are occasionally used as well, but most Counterpost players prefer to just destroy things outright rather than borrow them from the opponent.

For library manipulation, most Counterpost decks include four Impulses. Mystical Tutor is almost never seen, since the card you generally



Dontcha love the smell
of warfare in the morning?
Illustrator Jeff Menges returns
from the snowy wastes to
deliver this new vision
of the Outpost.

want is either a counterspell or an Outpost. Mystical Tutor can't fetch land, and the deck has enough counterspells that Impulse will usually find one without the one-turn delay and missed draw. This makes Impulse a much better choice.

Counterpost also makes heavy use of spells or effects that pull land from the library. This serves the double purpose of raising your available mana and increasing the number of spells you'll draw. Thawing Glaciers is the odds-on favorite for this, and most Counterpost decks include three or four. However, some decks use Harrow, Land Tax, or Tithe (Tithe can't retrieve Islands, but it can retrieve Tundras as well as Plains).

Many Counterpost decks use one additional category of cards: stalling or time-gaining spells. These haven't historically been included in permission decks, since few good ones existed until recently, but nowadays many permission players are using them. The one most often seen in Counterpost is Gerrard's Wisdom. The life gain from Gerrard's Wisdom doesn't directly win the game or remove an opponent's permanents, but it's the same as neutralizing an attacking creature or countering direct damage spells for several turns.

Finally, let's talk about land. Most Counterpost decks run close to a 40 percent mana ratio, not counting Quicksands, but some—especially those with several Thawing Glaciers—go as low as 35 percent. Back before *Tempest* introduced Wasteland, many Counterpost decks used only two Kjeldoran Outposts, and particularly daring players used only one. These days, you really want four. If you're using any land-retrieval cards, most of your mana-producing lands should be basic Plains and Islands, but up to four Tundras are still well worth including. If you don't have land retrieval, Thalagos Lowlands also works well.

PREPARING FOR WAR

The keys to playing Counterpost well are deck knowledge and patience. You need to be familiar with all the decks and strategies you're likely to encounter. As soon as an opponent's first card hits the

Tsang's Big Bang

Toronto's Gabriel Tsang played this deck during the Extended portion of the 1997 Magic World Championships, and posted a 7-0 record. (The tournament took place before the Abeyance rule change.)

TSANG'S DECK (60 CARDS)

4 Abeyance	5 Plains
4 Counterspell	3 Quicksand
4 Disenchant	2 Serrated Arrows
4 Dissipate	4 Swords
3 Force of Will	to Plowshares
2 Gerrard's Wisdom	3 Thawing Glaciers
4 Impulse	4 Tundra
8 Island	3 Wrath of God
3 Kjeldoran Outpost	

SIDEBOARD

1 Amnesia
2 CoP: Black
2 CoP: Red
2 Disrupting Scepter
2 Karma
2 Mangara's Blessing
4 Sand Golem



table, you should start calculating what threats the deck is likely to contain. With each card played, you can improve your mental picture of the opposing deck. If the opponent is playing a common deck type you should be able to predict nearly every card in the deck after the first few turns. This allows you to use your spells like a surgeon's scalpel, eliminating key cards and allowing less threatening cards to slide by. Be prepared for a long, slow game.

It's usually best to use the specialized spells when you can, saving the general-purpose ones for when no specialized spell is available. For example, don't cast Counterspell on a summon spell if you have a Swords to Plowshares in your hand. Think carefully about when to cast Wrath of God. If you hold off a turn or two, your opponent may summon another creature, letting you kill several birds with one stone. However, during those turns the creatures will keep damaging you. So sometimes you'll just need to grit your teeth and cast it anyway.

If you think land destruction is likely, hold onto your Outpost until you have enough counterspell ammunition for protection. Once the Outpost is in play, don't let down your defenses. Wait until the end of the opponent's turn before creating tokens, so you have mana available to react to what your opponent does.

If your opponent has no creatures, start nibbling away with your Soldiers immediately, but otherwise stay defensive. Each Outpost can neutralize one creature, making your opponent summon multiple creatures to do any damage, then it's Wrath of God time. If your opponent doesn't attack, keep building up your Soldier supply until you have enough to get past the defenders.

SURVIVING THE WASTELAND

Many players are probably wondering why we're even bothering with Counterpost, now that Wasteland is available. Because of the heavy use of non-basic lands in Extended, it's not unusual for Extended decks to include four Wastelands—in either the main deck or sideboard.

Some players are working on adapting Counterpost to the new environment. One approach is to add Mishra's Factories. Another idea is to include cards to retrieve Outposts from your graveyard. Some players use Jester's Cap or Grinning Totem to preemptively remove Wastelands from the opponent's library, while others are using Interdict to counter the Wasteland's effect completely. *

With her firm grasp of strategy and tactics, Bethmo would be a Field Marshall in the Magic army.

by Robert Hahn



Tempest Standard Time

In issue #20, without access to a *Tempest* card list, I predicted that ProsBloom and red burn would be the two power decks in the

post-Ice Age
block Standard
environment.

Now that *Tempest* cards are starting to make their way into Standard (and I have a complete card list), I would like to amend that prediction to some degree.

WITHOUT QUESTION, at this time red and blue have emerged as the two power colors in the new *Tempest*-influenced Standard environment. But, while I predicted a move away from control and toward a more aggressive metagame, a new crop of blue control decks has reared its head to prove at least part of my prediction wrong.

FASTEST DECK ON THE BLOCK

Mono-red Sligh (with splash colors for sideboard cards) is the fastest deck on the block, using fast creatures, celerity, and an incredible amount of burn. As in the *Mirage-Visions-Weatherlight* format, if the mono-red deck can get in 8 points of creature damage—made easier with new *Tempest* cards like Jackal Pup and Mogg Fanatic—then it can finish the game with burn.

Particularly useful to the mono-red Sligh decks are two cards from *Tempest*: Cursed Scroll, which provides a non-red source of damage against creatures with protection from red and against CoP: Red, and Goblin Bombardment, which turns each creature into a Mogg Fanatic. Most of the better versions resort to the sideboard for enchantment and artifact removal, taking advantage of the color diversity in the environment.

DEEP BLUE THREE

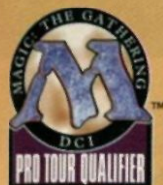
On the other extreme of the aggression/control spectrum are a variety of base-blue decks. All of them feature an amazing number of counterspells, with 12 being the lowest number and 20 being the upper limit. Almost every base-blue deck tries to abuse the new buyback spells in *Tempest*. Combining Capsize with defensive creatures like Man-o'-War or Tradewind Riders, a heavy blue deck can achieve a "bounce-lock" in which the opponent can expect to have zero permanents on the board by the end of the game. Using Whispers of the Muse, a base-blue deck can achieve massive card advantage in a relatively short period of

time while controlling permanents with the almighty Nevinyrral's Disk or with bounce effects.

Three distinct varieties of base-blue control decks exist in the current environment. The most aggressive of these is a version of Big Blue, using Ophidians, Man-o'-Wars, and large flyers, with Disks for permanent control, and massive counterspell ability. These decks establish themselves in the early game, solidify control around mid-game, and win with a well-protected Air Elemental or Rainbow Efreet.

The next step down in aggression is a blue/black deck that abuses buyback cards as well as the single most devastating card in *Tempest*—Lobotomy. This one card destroys almost every combo-reliant deck in existence if played at the right time, and the deck's massive counter support assures the Lobotomy will happen at some time. Even against non-combo decks, Lobotomy has the potential to devastate a strategy (a mono-red burn deck without Fireblast loses much of its edge). Two Lobotomys make it difficult for any opponent to win. Splashing in black also provides more control over creatures through Diabolic Edict and Nekrataal.

The least aggressive and possibly most effective version of blue control in the current environment is a version of the blue/red CounterHammer deck with 16 counterspells, along with multiple copies of Incinerate, Earthquake, Hammer of Bogardan, and Nevinyrral's Disk. This deck abuses Whispers of the Muse and the cantrip counterspells (Disrupt and Dismiss) to achieve massive card



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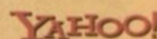
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advantage and counter ability. The red/blue deck has no early-game strategy besides countering threats and removing creatures, but in the mid-game, its board control is almost total since the deck has no non-land

removal control deck has not made a strong appearance, probably because it lacks the early-game removal capabilities of red and black. But we may see a resurgence if red becomes one of the most important metagame considerations, as

than green. Base-black and base-white decks with splashes of high-quality cards from every other color are extremely powerful because of their flexibility. They both tend to be extremely good against other creature-based decks, ranging anywhere from 16 to 30 creature-removal spells (Incinerate, Kindle, Earthquake, Man-o'-War, Diabolic Edict, Nekrataal, Shadow Guildmage), and have flexible 187 creatures such as Uktabi Orangutans or Cloudchaser Eagles to deal with non-creature permanents.

Having such diverse color flexibility makes it difficult to sideboard against these decks, since color hosers are often inadequate. These flexible strategy decks are attempting to carve a middle path between the aggression of red burn and the single-minded control of blue permission decks by mixing fast creatures with efficient creature removal and can be seen as the strategic heirs of classic mid-path decks, such as Erhnageddon and HammerPost.

In addition, certain rogue combination



**The new Standard environment returns
Magic to the mechanics of the pre-Alliances days.
Quite simply, if you tap out, you die.**

permanents besides the Disk. In battles against other blue-based decks, for instance, the blue/red deck needs no permanents to win (Air Elementals or Rainbow Efreet), does not rely on permanents for card advantage (Ophidians), and has no dedicated creature removal sitting idle in hand (Man-o'-War, Diabolic Edict, Wrath of God, and so on).

As yet, a classic blue/white counter-

countermagic and life gain have been the two banes of burn decks since the beginning of Magic.

RAINBOWS AND ROGUES

Aside from the red aggression and blue control decks, there are a couple other interesting developments in the *Tempest* Standard environment. One is the development of rainbow decks in colors other

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decks are still dangerous. ProsBloom, though not the power it could have been in the absence of Lobotomy and the general power of blue, is still a deadly deck—especially if it has ways to get around counters and Lobotomy, such as counter-magic of its own and/or Abeyances. Also, the new MesaCraft deck, centered around the *Tempest* card Earthcraft and *Mirage's* Sacred Mesa, can quickly generate huge numbers of 1/1 flying token creatures that will devastate an opponent who cannot stop the combination in time.

END OF THE ALLIANCE

Finally, on a more general level, the new Standard environment returns Magic to the mechanics of the pre-*Alliances* days. Quite simply, if you tap out, you die. As long as the *Alliances* pitch cards were in the environment, there was no such thing as true vulnerability. You could always counter that key spell with a Force of Will, cast Contagion on a Ball Lightning, or even use Scars of the Veteran to prevent that 4 points of Fireblast damage. With

the pitch cards gone, tapping out is essentially an invitation to your opponent to seize control. Almost every successful deck in Standard can now take advantage of that window of opportunity by finishing the duel with a Fireblast or a couple Incinerates, controlling the environment with an Armageddon or a Winter Orb, or leveling the playing field with Lobotomy or Nevinyrral's Disk.

In addition, there is a rather curious development going on in the Standard environment regarding creature selection. On one hand, because the environment is so laden with burn, it would appear that large creatures—particularly large black creatures that cannot be 187ed by a Nekrataal—should hold sway. However, Diabolic Edict makes it almost too easy to kill a single creature. Even with another creature in play, that creature can easily be removed temporarily so the Edict can blow away a 7/7 Maro or an annoying Necrosavant. Special creature abilities, such as “cannot be the target of spells or abilities” or “protection from

color,” become meaningless in the face of the almighty Edict. As a result, the trend appears to be toward weenies whose biggest value is that they are easily replaced. Whether this trend will continue remains to be seen.

Thus, the *Tempest* Standard environment can actually be thought of as the post-*Alliances* Standard environment, because the biggest impact is not from the cards in *Tempest* (as powerful as some of them are), but from the removal of *Alliances* from the environment. The game mechanics change, lands no longer need to be destroyed, and creatures go from the centerpiece of strategy to the fringes. I think the future is likely to be a seesaw battle between counterspells and burn, with creatures used as either a defensive posture (targets for burn, blockers, and sometime attackers) or as early-game shock troops. 🍄

With or without a card list, Robert Hahn is still far better at predicting the future than a Magic 8-ball.

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THE DRAFTING TABLE

by Eric Tam



When the mysterious people at Wizards of the Coast release a new **Magic** expansion, players are fascinated and excited by the new cards, new tricks, and new concepts. After all, it is this infusion of fresh life into the card pool that gives the game its unique vitality. Such is the cycle of **Magic**: as the seasons come and go, so too are new expansions born and old ones fade into memory.

Out with the Old, In with the New

Every **Magic** player loves new expansions and has warm, fuzzy feelings about the entire environment changing, right? Well, not exactly. Players who have grown comfortable with the old environment and who have put a great deal of effort into tuning and customizing their decks often express frustration about having the whole environment turned on its head. Having perfected strategies in one environment, these players may feel the new cards are totally foreign, with many outrageously overpowered or miserably weak cards. Some players shun the Standard format because of its tumultuous nature.

If you are one of these people, you shouldn't worry. With just a few simple steps, you too can easily adjust to new environments. Although I can't promise that all of your old friends will make the transition seamlessly, I can tell you the journey is actually not that difficult.

TAKING STOCK OF THE DAMAGE

When a new set rotation hits, your first reaction should be to find out exactly which themes and critical cards have left the environment. Generally, you only need to evaluate the ten percent of the card pool that contains the most powerful and popular

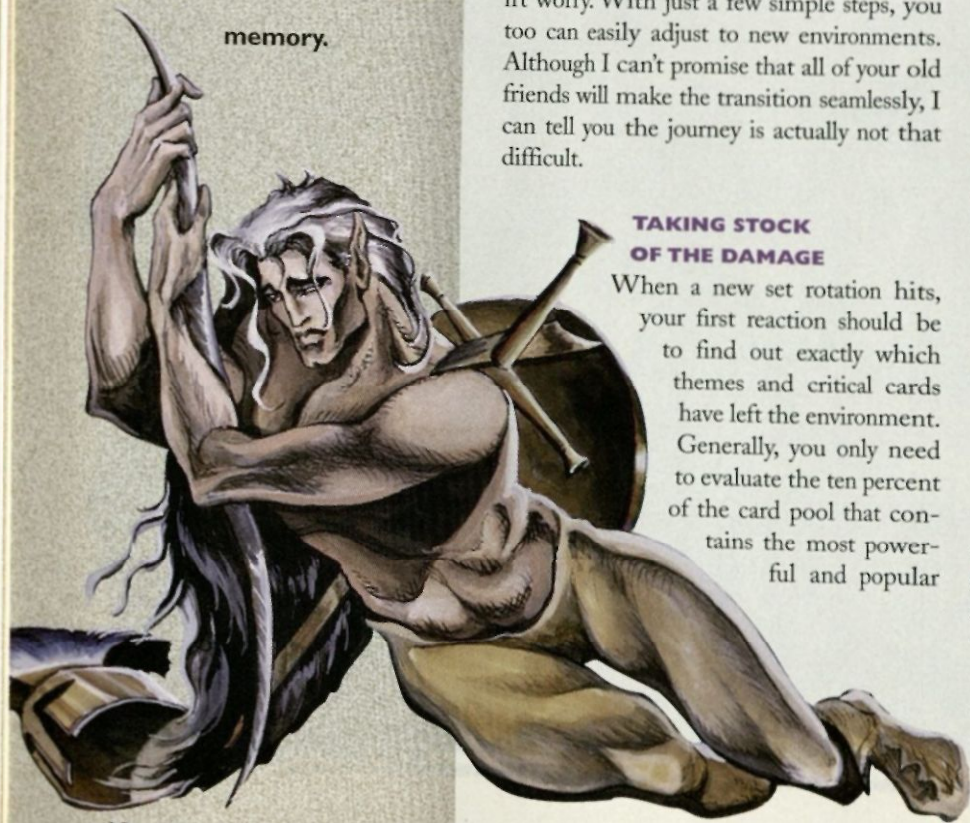
cards, since these are the cards that shape constructed environments. Watch for the loss of entire themes or abilities that were unique to a set, as their removal will certainly have a major impact on the nature of the new environment. For instance, when *Alliances* left, so did "pitch cards," most notably Contagion and Force of Will, making manipulative control decks much harder to operate. Other departures to watch for are critical combination cards that were only useful as key deck elements and sideboard cards that kept other decks in check (such as Dystopia).

Finally, the removal of certain hoser cards may allow some second-string decks to flourish once again. For example, Necropotence was not a consideration before the restriction of Black Vise. Similarly, when Necropotence lost Hymn to Tourach and its position of supreme dominance in the Standard environment, Counterpost and other passive control decks could be played once more. Watch for second-string decks that could become viable due to the loss of powerful cards that made the decks unplayable.

WHAT'S LEFT?

Next, you should assess the old deck archetypes that remain. Combination decks that lose key cards should probably be discarded. For example, when Squandered Resources was restricted in the *Mirage-Visions* environment, there was little point in attempting to resurrect the Prosperous Bloom deck in that environment. Certainly other principles that made it successful—such as Prosperity's explosive effect as a combination catalyst—should be retained in memory, but the deck itself was likely dead.

Decks and concepts that lose entire





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themes or multiple core cards must be rethought from different angles. Here too, it's a good idea to discard the old ideas and begin anew—unless there are analogous cards in the new set to replace those that were rotated out. For example, after the departure of *Alliances*, it's apparent that without Thawing Glaci-

WHAT WORKS?

The first thing to do after identifying decks that have survived a transition is to look for replacement cards to patch up noticeable voids suffered by these survivors. Look for analogous and complementary cards. Analogous cards fulfill a similar function to their departed coun-

white-green Armageddon premise would have to be rethought. Other decks involving white and green and the spell Armageddon might arise, but they would certainly be very different in operation and strategy. Fortunately, Maro was available. In most respects, as far as Erhnageddon was concerned, Maro was analogous to Erhnam Djinn; it is mana-efficient, can deal damage at a high rate, and is usually too large to be destroyed by a single direct-damage spell.

Take care when considering similar cards for old roles. Often, players jump to conclusions about new cards, not fully realizing all the functions of a departed card. For example, some players have suggested Perish as a possible replacement for Dystopia. However, while Perish is a sideboard card that can destroy multiple untargetable large (and otherwise tough to kill) green creatures, it bears little resemblance to Dystopia.

Dystopia can destroy enchantments as well as white cards, while Perish can do neither. Dystopia can be used to destroy nasty sideboard surprises such as Circles

ers, Force of Will, Kjeldoran Outpost, or Browse, blue control-oriented decks will take on a very different face.

Decks that survive the transition with only minor changes or the loss of only a single key card may have enough of a foundation left to stand on. The relatively new five-color decks, for instance, retained their underlying mana bases after the rotation of *Ice Age*, *Alliances*, and *Homelands*, and can be renewed with only a few adjustments.

terparts with only minor changes to casting cost or operation. Complementary cards, on the other hand, don't replace previous cards, but instead complement a current theme and often bring completely new ideas to that theme.

An example of an analogous card change occurred when Erhnam Djinn left the Standard environment. Suddenly, the Erhnageddon deck needed another huge, mana-efficient creature in order to survive. Without such a creature, the

It is important to recognize that sometimes there are no adequate replacements for a departed card

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of Protection and Karma, or to outrace white swarm decks; Perish fulfills neither role. In addition, Dystopia is an enchantment that can act over a number of turns, effectively preventing green creatures from being cast. Perish is a single-shot, reactive card you must cast during your main phase, making it less useful than Dystopia for faster decks.

It is important to recognize that sometimes there are no adequate replacements for a departed card. In these cases it is necessary to rethink or discard the role the lost card played in the old deck, or even the entire deck itself.

Complementary cards are harder to spot. In addition to being the same color as the existing deck, complementary cards must fit easily into the deck's mana base, work at a similar speed, and perform a complementary function to other cards in the deck. For example, Avenging Angel, although it may have some useful applications in a white swarm deck, is not particularly complementary to a white swarm-Armageddon deck since it costs five mana and does only three damage per

turn. Soltari Priest or Soltari Monk fit the role much closer; both are cheap and compact and can easily be cast after Armageddon.

A less obvious pair of cards are Mogg Fanatic and Jackal Pup, with respect to the Sligh deck. Although the Sligh deck can support either of these creatures,

Mogg Fanatic is more complementary to the Sligh deck than Jackal Pup.

MOVING FORWARD

There is certainly a lot more to be said about deck construction in new environments, since evaluating and patching up old deck types is only a small fraction of

... In these cases it is necessary to rethink or discard the role the lost card played in the old deck, or even the entire deck itself.

Mogg Fanatic is more complementary, since it is flexible, has a useful special ability, and can be used often to achieve some measure of board control. Jackal Pup, on the other hand, is rather one-dimensional and may not be fast enough to make up for its lack of flexibility. Jackal Pup may be very useful in a Sligh sideboard (astute players will note Jackal Pup is analogous to Straw Golem in its sideboard role) or even in the main deck in certain tournament environments. However, I believe

the fun in dealing with a new set. The very heart of Magic itself lies in the genesis of entirely original or markedly different deck types as a result of the new cards and themes found in the latest environment. However, that is an article for another day. ♣

Eric Tam, a Canadian resident, has trekked through many foreign environments on the Magic Pro Tour: New York, Los Angeles, Dallas, Atlanta, Paris, Mainz, and more.

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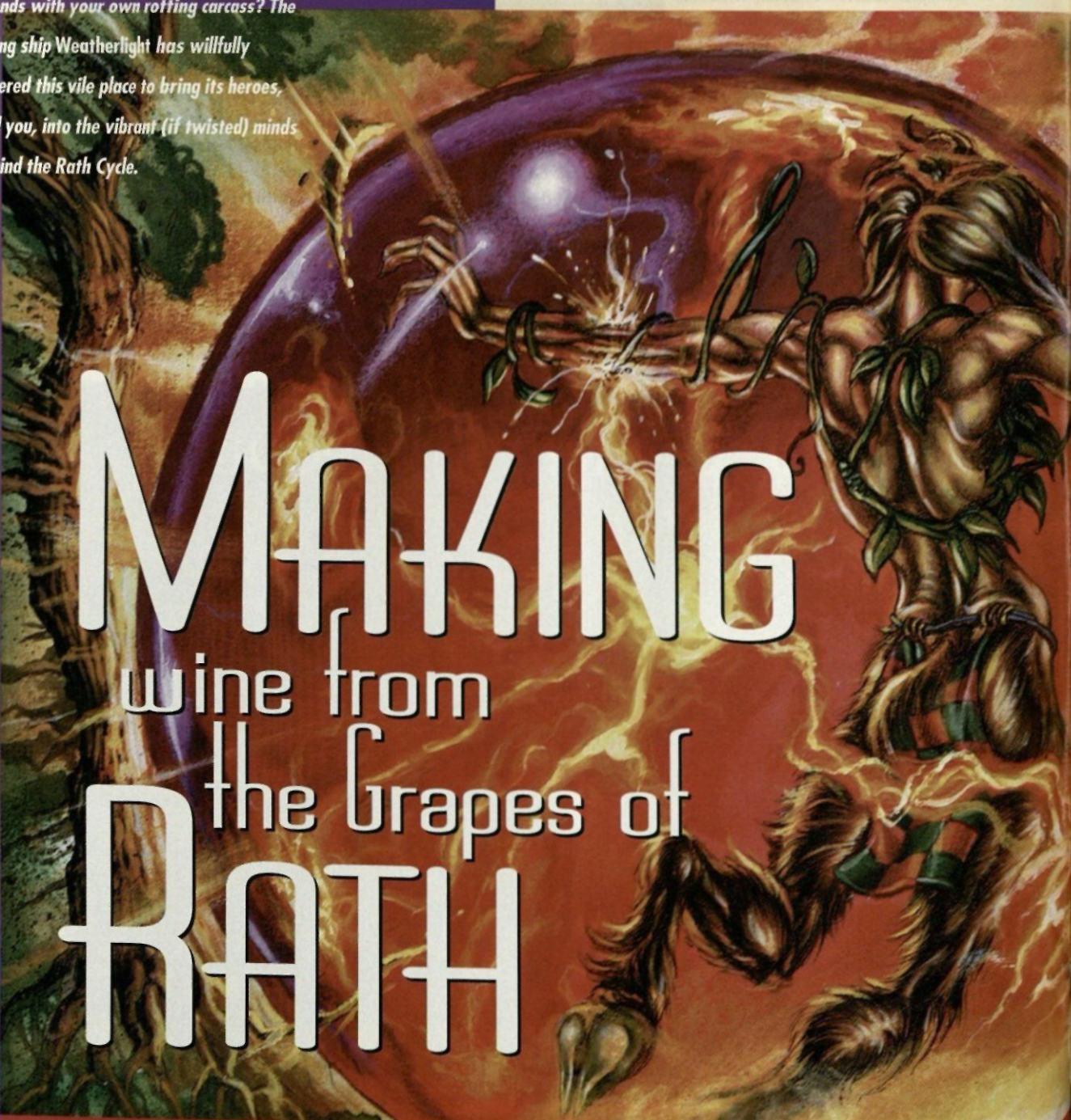
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MAGIC'S CREATIVE TEAM COOKS UP A ROBUST WINNER

When you get down to it, *Magic* is just a game. But how many games feature a ravaged, shifting plane where horrible mutations skitter across a sagging landscape? Where angels explode in blood and feathers, raining down red and black mana? Where death is a gnarly soup that'll beat up your friends with your own rotting carcass? The flying ship *Weatherlight* has willfully entered this vile place to bring its heroes, and you, into the vibrant (if twisted) minds behind the Rath Cycle.

WHEN WIZARDS OF THE COAST decided to weave the mechanics of the *Magic* trading card game into a cohesive storyline, the company turned to Michael Ryan, who was story manager at the time. Mike enlisted R&D's Mark Rosewater and the two of them turned to famed scholar Joseph Campbell, who is widely considered the definitive authority on myths and the underlying universal themes common to all the world's cultures.

"Mark Rosewater and I outlined a ten-part story arc," Ryan explained, "beginning with *Weatherlight* and progressing through three three-part cycles. The *Weatherlight* saga spans these cycles.



MAKING wine from the Grapes of RATH

or small blocks of story—much like the *Star Wars* saga, which will eventually be nine films.”

“When Michael and I created the framework,” Rosewater explained, “we came up with the basic concepts of Rath because we wanted our heroes to have to travel to a dark and nasty place to rescue Sisay, the original captain of the *Weatherlight*.” In Campbell’s take on the myth of the epic hero, it is vital that the hero travel to a dark, otherworldly place to perform a great act of heroism. “Gerrard traveling to Rath to rescue Sisay was the first step of our hero assuming his rightful responsibility,” Rosewater said.

Ryan and Rosewater sketched some rough ideas on paper, then involved Continuity Manager Pete Venters and the Creative Team (headed by Chaz Elliott). “We went to the Creative Team and simply said we wanted this place to be another plane outside of Dominaria,” Rosewater recalled, “and we wanted it to reek of evil.”

As the primary writer of the Rath Cycle’s art descriptions, Venters had a key role in forming the final vision of the overall story arc. “The entire Creative Team was locked in a room for a few days to brainstorm,” Venters recalled. “We wanted to make a radical departure from the environment of Dominaria, so we opted for something primeval and barren.”

“Pete Venters has such a strong grasp of the *Magic* universe,” Ryan said, “that he not only was able to offer insightful recommendations for how the story could proceed, but also dovetailed those recommendations with the development of Dominaria and the overall *Magic* Multiverse.”

RELEASE THE ARTISTS

The Creative Team finally came limping out of the conference room, blinking and groping for caffeine. They had agreed on the idea of a dark plane, and so freed artists Mark Tedin, Anson Maddocks, and Anthony Waters from their subterranean pens to realize the project.

“Anson and I bounced a lot of visuals off of each other after the initial plot powwow,” Tedin recalled, “working from the names and the basic plot requirements. Death Pits, Furnace of

Rath, and all the rest were just titles at that point, settings external to the characters that hadn’t been developed yet. We first pitched visual scenarios that would maximize uniqueness. For the Death Pits, I kept getting the image of a dark, oily, living mass, with zombie-like creatures on tendrils grabbing *Weatherlight* crew members off the deck, like some bizarre bungee-jumping festivity. You elaborate on a small visual kernel and it grows from there. As long as it doesn’t interfere with the general sweep of the plot, you can grow yourself story elements that you hadn’t predicted at the very beginning. That’s the beauty of collaboration: you can get things that wouldn’t have occurred to you by yourself.”

As art director on the project, Matt Wilson oversaw production of the artwork and carried the Big Stick. “Much like a film director,” he explained, “I interpreted the script and provided guidance to the artists—the actors—in terms of what scenes should look like.” Wilson worked directly with Pete Venters, interpreting his descriptions to guide the artists through the production process.

“The artists often had extremely cool ideas about how things should look,” Ryan said. “The rooms in the Stronghold, for example, just got wilder and wilder as time went on, and now Volrath’s Dream Chambers are astonishing. The whole team offered feedback, which led us to a new draft, then more reviews.”

As each draft came in, Venters explained, the Creative Team would review it, deconstruct it, and rebuild it. Sometimes through visual concepts that spawned new story ideas. Sometimes by simply pointing out plot flaws and suggesting fixes; other times, it took eating fermented Swiss chard and exchanging terse, meaningful glances around a cauldron.

“There was always a nice give and take,” Rosewater said, “as the artists would present their work and we would add conditions to the story to play up new elements in the environment they had created.”

The whole process became collaborative as each member of the Creative Team contributed to the evolving setting (often by shouting). Venters invented “flowstone,” the malleable stuff of Rath’s firmament that spews from the Stronghold’s blazing refinery. “I really wanted an instability to the very land itself,” he said.

“There is the distinct possibility that the ground you walk on will actually attack you,” Tedin elaborated, “which wouldn’t make for good camping activities.” Tedin described the strange world of Rath: “Although sunless, the raw dimensional barrier that forms the sky provides enough dim light to see the nasty warped creatures that might also attack you. If you’re lucky, you’ll run across somebody humanoid. However, you’ll see that living in this world for countless generations has made all once-Dominarian races about as uncivil as the life forms native to Rath itself.”

In the end, Tedin and Maddocks assembled all their sketches and world details into a sizable tome that served as a style guide for the artists who would then translate the ideas into card art for



the sets. "Because we required a consistent look across many media platforms," Tedin said, "we focused on style sheets for many of the creatures and settings, and an updated look for all the costumes of the *Weatherlight* crew."

"As the artists worked more and more on the plane," Rosewater summed, "it began to get a feel all its own."

THIS IS MY POT PIE

As the physical plane of Rath began to grow, the story's formation morphed and expanded much like creeping flowstone. As with any creative project that involves more than one artistic mystagogue lurking in an attic, there was creative give, take, and borrow.

"It's difficult to have so many fingers in the pie," Ryan admitted. "We're a big company with a lot of creative people, but everyone approaches the creative process

differently. So we often found ourselves disagreeing—sometimes quite vehemently—over the direction a plot point should go, or if such a plot point should even exist. It's hard to remember that other people have an equally strong opinion when it's your favorite scene under discussion: your inclination is to defend it against all comers. Letting other people be right is a tough thing to do."

Especially when your story and continuity managers have different ideas about what makes a story great. Ryan is primarily motivated by character interaction. "There's nothing that ties a plot together as well as having characters cross one another's paths. In *Tempest*, when Volrath confronts both Karn and Tahngarth... worlds collide. And in *Stronghold*, Selenia's attack allows [the reader] to see her together with Crovax for the first time, and we have the Crovax storyline crashing into Mirri's character—suddenly a character that has little to do with this story has a major impact on it. Very exciting."

On the other hand, Venters is a stickler for timing, cause and effect, and logistics. "While a lot of discussion was underway about motives, I was busy trying to see how those motives would drive the characters through the Stronghold. More than once we swapped certain encounters around. For cause and effect I tried to keep people thinking about the repercussions of the characters' actions, because I really dislike characters doing out-of-character things just to propel the story to a required event. When a story's really working the characters follow their agenda first, and clever plot twists lead them to their fate."

"Think on this, in *Starship Troopers* when the lifeboat drops through the atmosphere and several feet of rock," Venters illustrated, "why do the characters immediately get out and fight bugs when it would have been safer to stay within and wait for help? Why? Because the story required them to be in jeopardy. The lifeboat was able to survive orbital entry and direct impact with rock, so it certainly could have survived the bugs hammering on it. The answer should



The following members of Wizards of the Coast's Magic Creative Team worked hand-in-hand on the *Stronghold* expansion. Here's a look at who they are and what makes them tick (in alphabetical order):

CHAZ ELLIOTT

Age: "Too old."

Education: "The gutter, and School of Hard Knocks."

Began working at Wizards: "You mean this is work?"

Job responsibilities: "Rabble-rouser and all-around gerbil dissector."

Other expansions worked on: "The purple ones."

Best aspect of working on an expansion set: "Getting paid for it."

What makes *Stronghold* such a solid expansion? "You can sell it and get lots of M&Ms."

DANIEL GELON

Age: 30

Education: Pratt Institute, '90, BFA, Communication Design-Illustration

Began working at Wizards: Jan. '94

Job responsibilities: Graphic designer
Other expansions worked on: As a designer—*Ice Age*, *Tempest*, *Stronghold*, *Exodus*; as an illustrator—every expansion except *Arabian Nights*, *Visions*, *Mirage*, and *Homelands*.

Best aspect of working on an expansion:

"The freedom to be creative and to

have some of the best illustrators around supplying illos to use in my design work. A good picture makes my life much easier—just check out the *Stronghold* retailer poster."

What makes *Stronghold* such a solid expansion? "There's a story behind the set which everything ties into—the art, the packaging. You can look at the *Duelist* storyboard and see that the card illos are more than adornments; there's a story there."

JESPER MYRFORS

Age: 33

Education: Cornish College of the Arts, BFA, Illustration

Began working at Wizards: 1992

Job responsibilities: "Look and feel."

Other expansions worked on: *Limited Edition*, *Revised Edition*, *Arabian Nights*, *Legends*, *Antiquities*, *The Dark*, *Fallen Empires*, *Tempest*, and *Vanguard*.

Best aspect of working on an expansion: "Depends on the expansion."

What makes *Stronghold* such a solid expansion? "A cohesive look."

MICHAEL RYAN

Age: 33

Education: University of Illinois, '90, English

Began working at Wizards: Mar. '95

Job responsibilities: "Card naming, developing flavor text, rules templating, and contributing relevant materials to *The Duelist*."

Other expansions worked on: "*Fourth Edition*, *Mirage*, *Visions*, *Weatherlight*, and *Tempest*. I wrote a few pieces of flavor text for *Portal*, but that's all I contributed."

Best aspect of working on an expansion:

"Seeing it all finally come together. In *Stronghold*, it was astonishing to suggest Dream Halls as a setting and then see the art come in a few months later, bringing it to life. Volrath finally had a face in this expansion. Overall, it's really great to get a playtest card with a power but with a name like 'Big Monster,' get together with other team members and come up with that monster's name, see the art, write a piece of flavor text that fleshes the monster out, and then see the

have been to have an onboard fire or fuel leak that would have forced them to leave the lifeboat."

Unfortunately, *Starship Troopers* didn't have Pete Venters on board to plug holes in the film's continuity. Or to extend the shower scene by a few minutes. Or to kill Doogie Howser during the opening credits.

Venters also had to make sure the artists were reflecting the ever-evolving storyline in their art. "My primary role," he said, "was to remind them of what we'd agreed upon and what the boundaries were. Later on, I had to make some small changes to the Stronghold to facilitate the way the characters [eventually came to] interact with it."

Besides the strange absence of bathrooms, the biggest miscommunication was about the scale of the Stronghold. "We told Mark Tedin we wanted it big, but we found out that Mark's definition of 'big' is somewhat larger than ours. Needless to say it's huge, a couple of miles high actually. Most of it is the refinery, leaving the characters in just a small portion of the Stronghold. One thing's for certain," Venters added, "if we

ever do a Magic RPG, the Stronghold would be the mother of all dungeon crawls!"

TURN THE PAGE

Along the way, of course, this whole laborious process had to involve the alderfolk of R&D. But to discuss their input regarding card names and the commingling of storyline with game mechanic would involve another nine pages of dialogue like this:

"You can't do that."

"Yes I can."

"No you can't."

"Yes I can."

"You're not listening."

"Yes I can."

Suffice it to say all those cooks in the kitchen managed to come up with some fabulous soup (not to be confused with the aforementioned "gnarly soup"). And Ryan is betting players will find *Stronghold* an exciting advancement of the *Weatherlight* story arc. "Those who don't want a story in Magic can easily ignore it since it isn't overwhelming," he said,

twisting a Harrison Ford napkin in his hands. "But those who do will have plenty of opportunities to find out what happens next."

So with all these visionaries pooling their talents to bring *Stronghold* to life, what finally happens? There was some talk about capping Starke, and according to Ryan, "early on, we talked about killing Tahngarth." So who gets it and from whom? Who 187s Crovax? Who winds up with Hanna in the ship's hold? Will the Moggs have Squee for dinner at an impromptu goblin family reunion? Will the *Weatherlight* crew escape from Rath unscathed, or will they go down fighting à la *The Wild Bunch*?

Check out the cards themselves and the next issue of *The Duelist* to find out. In addition to the characters, we'll also update you on which members of the Creative Team survived their most recent story meeting. ☺

Rob Dalton is the Duelist style editor, which means he dishes out gerunds and em-dashes like Jordan takes the rock baseline...only Rob does it in pigtales.

whole thing come out as part of a world setting like Rath."

What makes *Stronghold* such a solid expansion? "Stronghold moves the *Tempest* cliffhanger forward by getting readers/players into the heart of the story. Gerrard finally faces Volrath; the quest (rescuing Sisay) gets resolution; Crovax's moment in the sun (as it were—his last one, I'm betting!) finally arrives when he faces the angel Selenia. The setting is amazingly strong, particularly in its visual presentation."

MARK TEDIN

Age: 29

Education: Gonzaga University, '90, BFA, Art; Washington University in St. Louis, '92, MFA, Studio Painting

Began working at Wizards: Feb. '97

Job responsibilities: "Conceptual artist. Fleshing out story concepts with appropriate background designs: character and clothing, creatures, architecture, ships, and so on. Also compiling style guides for the Magic artists."

Other expansions worked on: *Tempest*, currently working on *Exodus*.

Best aspect of working on an expansion:

"When the Magic art starts coming in, it's nifty to look at an extrapolation of a preproduction design. Seeing a sketch reinterpreted into full-color artwork gives it a life of its own for me."

What makes *Stronghold* such a solid expansion?

"The closely coordinated fusion of story elements with a sufficiently fleshed-out environment. If the world seems convincing enough, then it won't distract from the adventures of the characters in it."

PETE VENTERS

Age: 31 ("Almost older than Jesper's jokes.")

Education: "A year in England at a course that taught me the importance of sketching and very little else."

Began working at Wizards: Oct. '93

Job responsibilities: "As continuity manager, trying to retain internal consistency of Dominia. Art

descriptions, flavor text, and card titles are also my responsibility."

Other expansions worked on: As an artist, everything from *Antiquities* onwards. As continuity, everything from *Homelands* onwards.

Best aspect of working on an expansion set:

"Getting the cards at the end. A close second is seeing a piece of art come in that brilliantly transcends its art description."

What makes *Stronghold* such a solid expansion?

"The brick we included in every box. Use it to batter R&D if they errata any of the cards."

TONY WATERS

Age: 28 ("Four in dog years.")

Education: The Evergreen State College, '90, BA

Began working at Wizards: Mar. '97

Job responsibilities: "Conceptual designer. Mark [Tedin] and I generate all the visuals for the style guide that the artists get; all the costumes, creatures, machines, weapons, and such that relate to the current story."

Other expansions worked on: *Legends*,

Fallen Empires, *Ice Age*, *Alliances*, *Vanguard*, *Tempest*, and *Stronghold*.

Best aspect of working on an expansion set:

"More cards means more CDs, that's what."

What makes *Stronghold* such a solid expansion?

"Depleted uranium card linings. Hell, I don't know. Ask me on a day when I can think."

MATT WILSON

Age: 25

Education: "I'm uneducated."

Began working at Wizards: Mar. '97

Job responsibilities: "Art direction of Magic. Contact artists, commission artwork, oversee development of style guide and art for card sets."

Other expansions worked on: *Tempest*, *Stronghold*, and *Exodus*.

Best aspect of working on an expansion:

"Getting to see the artwork arrive."

What makes *Stronghold* such a solid expansion?

"A tighter group of artists with more emphasis on continuity within the artwork."



Running the Gauntlet



One of the most critical and often underestimated elements of preparing for a Magic Constructed tournament is efficient and well-organized playtesting. Through playtesting you gain knowledge of how your deck will perform in diverse situations. In this article, Pro Tour player Scott Johns discusses his playtest system and the theories behind it.

Group Dynamics

First, you must decide whether to playtest alone or with a group of Magic players. If you have the choice, I highly recommend you spend as much time as possible testing your decks with other players. A live opponent offers a much better simulation of actual match play than a solo duel.

The primary benefit of having a group of people to play against is that all players have personal styles that affect how they build and play their decks. Since the average Magic tournament is composed of a diverse field of play styles, it is important to experience this diversity in playtesting as well. Having access to a group of players also provides outside sources of information about your decks and how well you play them. I haven't met a Magic competitor yet who played perfectly, and one of the best ways to improve your game skills is to have other players watch you play and offer honest, constructive suggestions. This goes for deck construction as well, since it is also useful to see what other players feel are the best cards and decks for the format in question.

Field Conditions

The first step in playtesting is to develop a set of test decks. These decks should represent the environment you expect to encounter in the format for which you are preparing. Your test decks will represent opponents against whom you will match your decks. The key to having a good set of test decks is a firm grasp of what the tournament community considers to be the most likely styles and themes. The Internet is the fastest and easiest way to acquire this metagame information.

The most commonly mentioned Magic resource is "The Magic Dojo," a website run by Frank Kusomoto at <www.thedojo.com>.

The Dojo is an invaluable resource site that houses past and recent tournament reports, strategy discussions, and predictions of current winning and/or popular decks. The page is clean and easy to navigate, with an intuitive organization arranged according to format. Complete deck lists can be found at the Dojo, from

BY SCOTT JOHNS

ILLUSTRATIONS BY BRIAN SNÖDDY AND PETE VENTERS

which many players compile their test decks.

Another place to look is the Magic newsgroups found on Usenet, particularly <rec.games.trading-cards.magic.strategy> and <rec.games.trading-cards.magic.misc>. While many posts in these groups are less than useful, they can serve as an indication of which cards and styles are popular. If you have Internet Relay Chat capability, you can always find a discussion on Magic at <#mtg> on Efnet. Lastly, many people discuss strategy and deck building through email on the Magic strategy email list: <mtg-strategy-l@oracle.wizards.com>. For information on joining this list, go to Wizards of the Coast's resource page on the World Wide Web: <www.wizards.com/Magic/MTG_Resources.html>.

Once you have established the metagame conditions, build as many test decks as possible, making sure to keep them varied. Think of your test decks as a gauntlet your prospective play decks will run through; the more diverse your gauntlet, the more useful the information your testing will yield. Be sure to include popular styles you don't like to play with or against. Just because you dislike slow decks doesn't mean you should avoid practicing against them. In fact the opposite is probably true: decks you dislike are the ones that will give you the most trouble. Also, include prospective decks being discussed for the tournament even if you think they're weak. If a lot of people play these deck types, you'll need to know how your deck matches up. Remember, the test decks are only intended to serve as a control group for your play decks.

One of the most common mistakes people make in playtesting is to play their favorite play decks exclusively against a friend's favorite play decks.

Playing the Field

Once you have your battery of test decks, it's time for the players in the group to build play decks. Play decks are the decks you are considering actually playing in the tournament (as opposed to test decks, which are basically style archetypes you expect to encounter). Often a test deck will become a play deck. This usually occurs when one of the test decks outperforms most or all of the play decks the group is using. At this point, the deck in question becomes a play deck, but should also be left in the test-deck category so you can play other decks against it.

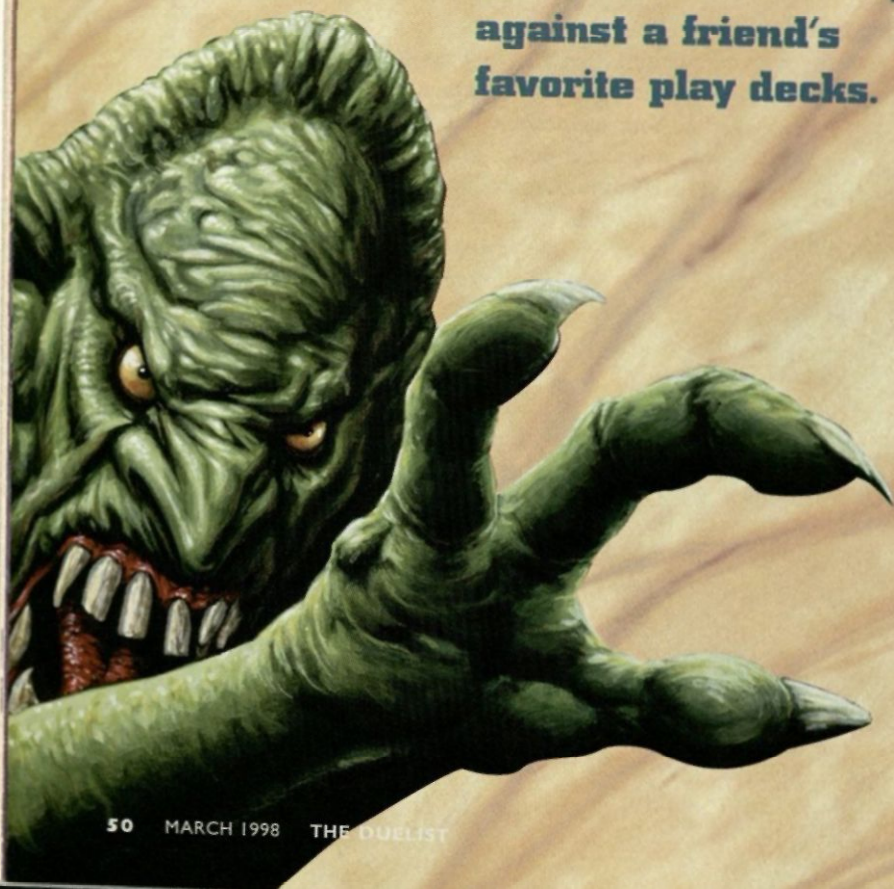
Have each player build as many play decks as possible, since more decks means more variety, which tends to increase the chances of finding something exceptional. Also, be open minded when you consider what play decks to build. After two different Pro Tour events, hindsight showed me the biggest mistake I made was to disparage a deck style that turned out to be very powerful. The point of testing is to examine as many possibilities as you can, so experiment and be open to new ideas.

After your play and test decks are assembled, you can start the testing process. In early playtest sessions, I recommend players take turns playing matches against each other with one player using a test deck and the other using a play deck. I like to play at least three out of five matches to get a better feel for each play deck and how it interacts with the test decks. It's a

good idea to write down the results of each match, as you can later use this information to evaluate trends in a deck's performance. Recording each match can be a nuisance, but the potential benefits are definitely worth the effort.

A good way to organize the testing is to have a master sheet with the test decks across the top and the play decks down the left side. This creates a grid testers can fill out as they complete each matchup. This sheet will help you evaluate a deck's strengths and weaknesses and also ensures that players give all decks equal attention. In the early stages, it is important that all play decks get a reasonable amount of testing. It's very common for players to quickly find favorites only to neglect other decks that may be equally or more powerful.

Once all the play decks have been tested against all the possible test decks, players can begin to focus their efforts on preferred play decks, but occasional attention should still be given to less-preferred decks to keep the playtesting fresh and open minded. In addition, players should constantly try different configurations and ideas in their play decks so the decks undergo a continual refining process. It's even a good idea for each player in the group to have a copy of every play deck that can be configured



Often a test deck will become a play deck. This usually occurs when one of the test decks outperforms most or all of the play decks the group is using.

according to personal views and playing styles.

After further testing and tweaking, you need to begin focusing attention on the play decks you feel are most competitive. Narrow the pool of play decks for each tester so the most competitive decks receive more attention. This is usually the stage when some test decks are chosen by players as play decks. Again, keep copies of these decks in the testing pool. Any major changes to a deck should generally be confined to the play version, unless you believe these improvements are likely to be encountered at the tournament.

At this point, I recommend spending some time pitting play decks against each other, since this will provide more situations in which to evaluate each deck's performance. However, it is important to continue refining your decks against the test decks, since these are the decks you'll presumably encounter at the tournament. One of the most common mistakes people make in playtesting is to play their favorite play decks exclusively against a friend's favorite play decks. This can lead to a situation where players modify their decks to beat another player's favorite decks, instead of working on defeating the overall field. In my experience, this is the biggest problem area with playtesting. To avoid this scenario, don't play against non-test decks very often in the early stages of playtesting, since this can warp your outlook of the play environment.

This is also the stage where I begin using sideboards for all decks. Many people prefer to use sideboards earlier, but in my experience the best sideboards are built only after players completely understand each deck's true strengths and weaknesses. Early in the testing process, I feel the time some people spend playing with a sideboard is better used testing the evolving base deck.

Once you begin to use a sideboard, make sure to test the deck with and without the sideboard so your understanding of the deck does not become skewed from overplaying the sideboarded version or the unsideboarded version. I like to keep track of how each play deck performs in both versions, since some deck's strengths tend to be diminished when using the sideboard, while other decks become much stronger once the sideboard is added.

The Home Stretch

In the last week or two before a tournament, I narrow my pool of play decks down to two or three so I can spend the remaining time refining them and deciding which I like best. At this stage I recommend you begin playing more against the other play decks. By now you should have a good idea how your decks perform against all test decks. During this period of playtesting, don't allow mistakes to be taken back, no matter how devastating they may be.

If you are going to play a particular deck in a major tournament in just one week, it is important that you play as accurately as possible, since most mistakes made in a tournament setting will prove disastrous.

In addition, some decks require an exceptionally high level of play to perform acceptably. If you find you spend much of that final week of testing making mistakes, you may need to concede that the deck is too unforgiving for you, particularly in a long tournament where you will become tired and even more accident prone. The best deck in the tournament won't do you any good if you can't play it. Correct mulligans should also be enforced at this point, since it is critical that you identify any potential mana problems.

The final step in playtesting is choosing the deck you will play in the tournament. While a complete treatment of this subject is beyond the scope of this article, in general I consider two factors when making the final choice: expectedness and versatility.

Expectedness: Am I using a deck that most players already know about and have playtested against for the last month? The more "expected" your deck is, the more powerful it must be to overcome this drawback. Also, an unexpected deck using a theme similar to a commonly expected deck will also suffer. For example, an unexpected deck based on heavy artifact content will probably be a dangerous choice in an environment in which most players are expecting some other deck that also has a lot of artifacts, since many sideboards will have extra anti-artifact measures.

Versatility: Many players will strive to create original and unexpected deck themes, so you must decide how good your deck is at handling varied, unanticipated threats. One of the most common ways to handle a diverse field is to include "reset buttons" that allow you to essentially start over when the game gets out of hand. Common examples of this include Nevinyrral's Disk and Jokulhaups.

Once you've run the entire gauntlet of the playtest process, your final deck is ready for the big tournament. If your testing was rigorous and your assumptions about the tournament environment were on target, your deck should be able to handle any other deck in the field. Just remember, the key to successful playtesting is well-organized preparation and the ability to stay open minded. Achieve both of these and your game is sure to improve! ♣

Scott Johns is the current Southwestern Regional Co-Champion and is the only Pro Tour player ever to make the quarterfinals at three consecutive Pro Tour events.

The Knife's Edge

SISAY'S QUEST • PART TWO



SHORT STORY **by** KIJ JOHNSON

ILLUSTRATION BY TERESE NIELSEN

LONG BEFORE SHE MET GERRARD AND JOINED HIS QUEST, Sisay began collecting the artifacts that made up Gerrard's mysterious Legacy. After a confrontation with the Talruum Minotaurs, Sisay and the crew of the *Weatherlight* have traveled to the destroyed city of Oneah.

"The Knife's Edge" is the second installment in an exciting new series of short fiction in *The Duelist*. Written by Kij Johnson, winner of the Theodore A. Sturgeon Award, this is a story of Sisay's youth—and of her own quest.

SISAY KNELT on the filthy marble floor, picklocks in hand, eyeing the elaborate brass lock on the carved door.

Behind her, Tahngarth shifted his weight. "If this is a library," he said in what probably passed for conversational tone in a minotaur, "where are the books?"

Sisay sighed, her breath moving a loose curl of black hair that had fallen over one eye. "Do I know? Maybe the goblins burned them all."

It seemed possible. Sisay and Tahngarth had been prowling through a series of apparently endless halls, and she had discovered no more than this: that the Great Library must once have been beautiful. Even now, thirty years after the goblin invasion that had destroyed the shining city of Oneah, the library's rooms retained shreds of their former glory, lovely and poignant as rotting tapestry. Not even goblins had been able to destroy every scrap of the stone filigree that had once laced across the archways. The tables and chairs had been shattered, but every so often some detail of leaf or fur, perfectly carved, caught her eye as she walked.

Tahngarth seemed to feel no such wonder. He had marched past ruined artwork and over floors soot-stained by goblin fires. He didn't even mind the heaps of human bones marked with sharp teethmarks or broken open for their marrow.

What they hadn't seen anywhere were books, though the ruined shelves and cabinets were evidence that every room had once been filled with documents—lost books and forgotten maps, all the lore of the great Oneahn Empire. And there had been no living thing—not a rat or spider—in all the halls they had passed.

Sisay took a deep breath of air that smelled of ancient ash. "Strange that no one's here. Not humans, not goblins."

"Why should they stay? Nothing here for goblins to eat."

"I suppose. Thirty years is a long time." She inserted one of the steel picks, then a second, and began moving them carefully, feeling for the tiny snag that would mean they had caught.

"Look." Tahngarth pointed up at the high windows that lit the corridor. The light filtering through the dirty glass was dim with gathering twilight.

"I know." Sisay rubbed her face against her shoulder, trying not to sneeze. "I must get this door open. There has to be some sort of clue here about the Bubble."

"Picking locks is not honorable," Tahngarth said.

"Picking a lock gets it open," she responded, trying not to snarl. He had joined her crew only a few weeks before, and she occasionally found his minotaur pride fatiguing. She felt the picks catch and began jiggling them gently. "Push the latch."

"Why?" Tahngarth snorted. He slammed his fists against the scarred double doors.

"Wait," Sisay said, but he shoved again. With the sound of tearing wood the doors ripped completely free of the lock. One hung askew from a single hinge. Sisay's lockpicks dropped into the jumbled trash covering the floor.

"We were trying to get in quietly!" Sisay snapped. "Next time, think first!"

Tahngarth looked at her. "My way is the knife's edge," he said. "See a knot, cut it. See a challenge, meet it."

"No. See a challenge, think it through." She thought of her first mate, Meida, kicking her heels back at the *Weatherlight* down by the main plaza. Meida would never have been this difficult.

Tahngarth shrugged and stepped around the dangling door—and stopped dead. "By the Horns!"

Sisay slid past him. "So that's where all the books went," she breathed.

THE HALL they had entered was immense, the roof soaring on gold stone pillars. Fantastically tall bookcases had been nailed together from the remains of other shelves and were crammed with leather-bound volumes. Heavy tomes made teetering piles higher than Tahngarth's head. Scorched scrolls were gathered in pots and barrels and untidy heaps. Hinge-books made of sewn palm leaves spilled from an armchair. Sisay picked up a book at random; the pages had been transformed by water and time into blurred shadows.

"Look..." she began. And stopped.

She heard a soft shuffling, like slippered feet trying not to make noise. Tahngarth was already still, head tilted, ears swiveled. The stealthy footsteps came again from the other side of a towering bookshelf. She gestured Tahngarth toward one end of the bookcase and pressed her finger against her lips. He nodded, drifting silently through the scuffed dust in the direction she indicated.

She stepped toward the other end of the bookcase, trying

The darkness gathering in the air rippled. There was just enough time for Sisay to think, *that's not dusk!* before it coalesced and dropped at Tahngarth. Ripping her cutlass free, Sisay leapt forward...

to make enough noise for two. "Tahngarth, I just wish we could find someone here to help us. We only want information, after all." She was almost to the end of the bookcase. "But perhaps no one's still here. And...now!" Sisay dove around the end of the shelves just as Tahngarth leapt around the other end.

"Goblins!" a voice screamed.

Sisay stopped. The man they'd trapped between them was clearly no threat: small and unarmed, dressed in rags, head turning wildly as he tried to watch them both. "Goblins!" He cowered against the books.

"No," Sisay said. "We're not goblins. I'm a human. Human, see?" She held out her hands. "No weapons here."

He was shaking. "You goblins killed my family—mother, father, sisters, all the nice librarians who used to give me sweets—and hurt my books, my precious books! Goblins!" The air was darker now.

"No," Sisay said again. As a little girl, she had talked to nervous goats in just this tone of voice. "That was a long time ago. We're not goblins. The goblins are all gone." He must have been just a child when Oneah fell. Had he been alone ever since?

"No!" His voice was tight with panic.

"Foolishness!" Tahngarth growled, and jumped at the little man.

The darkness gathering in the air rippled. There was just enough time for Sisay to think, *that's not dusk!* before it coalesced and dropped at Tahngarth. The little man scrambled out of the way, climbing the shelves like a ladder. Ripping her cutlass free, Sisay leapt forward, but the darkness was already on Tahngarth. He swung his crystal sword.

Sisay's first impression was that the darkness was a monster made of phantoms, all black fog and darkness with glittering eyes and teeth in rippling rows. Tahngarth swung, and it lifted out of range and dropped again. Teeth clamped on his sword arm. With a roar of pain and anger, he slammed his huge fist into the darkness. Sisay slashed over-

hand at the phantom monster. The cutlass sank hilt-deep. She felt the weapon slow for a instant as if she had been slicing at honey, and then it slid through effortlessly. The monster recoiled and Tahngarth snatched his arm away.

Cutlass waving slightly in a ready position, Sisay panted, "Are you all right?"

"Yes," Tahngarth grunted, but Sisay could see it wasn't true. Blood ran from a crooked row of teeth marks stretching from his shoulder to his wrist. He tossed the sword to his unhurt arm. "It's like trying to cut night."

With a noise like the whistling of wind, the phantom monster attacked again. Sisay swung as the darkness seethed back and then poured forward, hungry mouths open. There was no time. She threw up an arm to protect her face and felt a rush of pain as the teeth connected. She ripped herself free, falling to the ground. With a roar of rage Tahngarth swung, and the monster focused its many eyes on him.

We can't kill it. She pressed her hand against her arm, and felt blood drip past her fingers. Tahngarth dodged as the monster swept at him. He was panting heavily, the injury beginning to tire him. *Why did it attack us? A movement caught her eye; the man in rags still crouched on top of the shelves, watching them. It didn't attack until we threatened him.*

Tahngarth roared. Sisay leapt at the shelves and pulled herself up toward the odd little man. His reaction was slow. Then, with a flurry of tattered robes he stood, preparing to leap. Grimly, she launched herself upward as he jumped. She caught his flying hem and together they fell to the ground.

"Make it leave us alone!" she gasped.

"No!" the little man yelled. "Go away, goblin!"

"We're not goblins!" She dragged him upright. "This is your creature, isn't it?" The monster dove at Tahngarth again. He slashed and gored, but the wound sapped his strength. Teeth glittered. A

wave of darkness struck at Tahngarth, driving him to his knees.

Sisay bodily threw the little man at Tahngarth's feet. "Make it go away, or we will kill you!"

The man gestured. Papers and books flew, and she covered her face with her hands. When the wind stopped, she looked up. Dust whirled in the fading sunlight, but the monster was gone.

The little man collapsed. "Goblins."

"We are not goblins," Sisay said, but the man continued unheeding.

"Books were burning, and I knew that mother would be very angry—and then other things burning—meat. Goblins everywhere, and you made me get rid of my beautiful monster. They try to steal my books! But I fool 'em every night, me and my monster. Wait...can you hear them?"

Silence. "No," she said finally. "There are no goblins now. The goblins have been gone for a long time." She heard Tahngarth's snort of disgust, but ignored him. "We don't want to hurt your books. I only want to know about one thing, and I was told the chief librarian of the Great Library would know."

"Mother," the man said. "She knows where everything is. You're a goblin. Why do you want to know?"

"Because my mother and father sent me here, told me she would know."

"Goblins don't have mothers!" he interjected.

"They're a long way away, my parents, in a place so far away the sun set many hours ago."

"Night! The goblins!" He caught her hand. "You ruined everything, now you must help me shut the doors."

"I think they're broken." She sighed and tried again, "Do you know anything about an artifact called the Juju Bubble?"

"It's not here," he said, "but mother left notes."

Sisay smiled with relief. "Can I see them?"

"My monster is gone," he said. "The goblins will be here, and they'll kill us

...but the darkness was already on him. Tahngarth swung, and it lifted out of range and dropped again. Teeth clamped on his sword arm. With a roar of pain and anger, he slammed his huge fist into the darkness.

before you can read them."

Suddenly, Sisay heard scrabbling noises from the hall.

"You mean they're real?"

"I was trying to tell you, goblin," the little man said. "A family. They never left when the rest went. They eat the rats."

Tahngarth's voice rumbled, "How many are there?"

"Twenty."

"Too many," Sisay said.

"My monster used to scare them," the man said sadly.

"Can you bring the monster back?"

"No. You made me send it away."

"Twenty," Tahngarth growled. "It will be a good battle. Perhaps my people will chant of it, if they ever hear the tale."

"Wait," Sisay raised a hand. "Perhaps force is not the solution here. I have an idea. Both of you, climb up on the shelves and stay quiet. I am going to teach the goblins to count."

THE GOBLINS stepped slowly through the shattered doors. Goblins are cowards at best, and even knowing how greatly they outnumbered the human and his companions, they were nervous.

"Monster here?" one asked.

"Nope," another said. "No monster. It'd be chomping us by now."

"Door open, no monster? Hmmm."

The goblins snarled and howled, working themselves into a frenzy. Eventually they poured through the doors to find...nothing. Silence, stillness, and near pitch-dark. They tramped aimlessly through the empty aisles, kicking at piles of books.

A thump on the ground: something (or someone) dropping from a height near by. The nearest goblin, Ghak, snarled and raised his club.

"Hey, no hitting," the voice said, in the goblins' tongue. "Goblin, same as you."

"Um," Ghak said. "You don't sound like any goblin I know."

"Chew yourself," it growled. "I'm family."

Ghak nodded.

"Whatcha doing?" the new goblin asked.

"Hunting. There's a human, and we're going to kill 'im!"

"How?"

Other goblins were starting to gather around the conversation. "Swarm 'im!" Thurkle called out.

"When there're only fourteen of us?"

Ghak frowned. There were more than fourteen in the family: there was Jakk and Huk and Ekha and Legmmie and Nker and Thurkle and—Ghak lost count. He heard mutterings all around, as the other goblins tried to work out the correct number. Jakk and Huk and Legmmie and—no, wait.

The strange goblin had been muttering, too. "Oops, I counted wrong. I meant eleven of us. Against three of them. Maybe four."

It didn't sound so good. Jakk and Legmmie and Ekha and Thurkle and, um...Jakk, no wait, he'd already said Jakk, and....

"Four of them against eight of us!" the strange goblin shrieked. "That's not fair!"

Ghak heard his family agree. The strange goblin was right. Eight goblins against four humans wasn't fair. Ghak heard Deglek mutter, "So why are we sticking around here? They'll swarm us!"

"Yeah! Right!" Goblin voices rose. "Let's scam!"

"This is bad country for goblin," the strange voice said. "I bet it's better up by the mountains. Not so hard on five goblins just trying to get by."

"I don't know," Ekha said doubtfully, but the other goblins agreed.

"What're you gonna do? Four of them, three of us?"

That settled it. The goblins trooped out. After all, thought Ghak, listening to his family chatter as they headed up toward the looming mountains, what can you do when you're outnumbered?

IT WAS SIMPLE enough for Sisay and Tahngarth to backtrack in the dawn light; their footsteps were clear in the dust despite the goblin footprints. Tahngarth hadn't stopped the odd growl Sisay thought was laughter since she had told him what she'd done to the goblins. Perhaps he had a sense of humor, after all. She hugged her own happiness close—the librarian had read his mother's notes and told her the Juju Bubble was in Argive. She'd been there before and knew the way. She would have another piece of the Legacy in a month, and then home to see her family. It had been too long.

She hugged close another image as well—the man's face as she had unbuckled her belt and handed her cutlass to him. *The goblins are gone now, she had said, but this will keep you and your books safe.* He had smiled and said, *You're a good goblin. Thank you.*

"Why did you give him your sword?" Tahngarth said, as if he had read her mind. "Now you're unarmed."

"I have you here," Sisay walked on, dust puffing from her steps. "Thirty years and he watches over his ruined library alone—always afraid of the goblins. Maybe the sword will help him sleep a little better."

She hesitated. "Tahngarth, you say your way is the way of the knife's edge. So is mine—but we use different knives, you and I. You cut a knot apart, and it is open, just like that. But all you have left are some scraps of string. I pick it apart and learn how it was made. When I'm done, I have learned a new knot—and I have the string to tie it with."

"Where's the knife in that?"

She snorted. "The knife is 'wit,' Tahngarth. I suggest you explore it a bit."

Next, Sisay and crew find the Juju Bubble...and the fight of their lives.

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Alpha/Beta commons not listed			\$2.00
Unlimited commons not listed			\$0.75 ea

Card Title	Color	Rarity	Alpha	Beta	Unltd
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Blue Ward	W	U	\$3.00	\$3.00	\$1.00

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Card Title	Color	Rarity	Alpha	Beta	Unltd
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Brainrager	Bl	R	\$27.00	\$37.00	\$9.00
Burrowing	R	U	\$3.00	\$3.00	\$1.00
Camouflage	G	U	\$7.00	\$8.00	\$6.00
Castle	W	U	\$3.00	\$3.00	\$1.00
Celestial Prism	A	U	\$3.00	\$3.00	\$1.00
Channel	G	U	\$3.00	\$3.00	\$1.00
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Chaosknot	R	R	\$9.00	\$9.00	\$1.00
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ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
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Earth Elemental	R	U	\$3.00	\$3.00	\$1.00
Earthquake	R	R	\$29.00	\$29.00	\$5.00
Elvish Archers	G	R	\$24.00	\$30.00	\$5.00
Evil Presence	Bk	U	\$3.00	\$3.00	\$1.00
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Farmstead	W	R	\$9.00	\$9.00	\$2.00
Fastbond	G	R	\$24.00	\$24.00	\$7.00
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Fork	R	R	\$35.00	\$45.00	\$19.00
Fungusaur	G	R	\$11.00	\$14.00	\$4.00
Gaea's Liege	G	R	\$13.00	\$15.00	\$5.00
Gauntlet of Might	A	R	\$139.00	\$139.00	\$89.00
Giant Growth	G	C	\$4.00	\$4.00	\$5.00
Glasses of Urza	A	U	\$3.00	\$3.00	\$1.00
Gloom	Bk	U	\$3.00	\$3.00	\$1.00
Goblin Balloon Brigade	R	U	\$3.00	\$3.00	\$1.00
Goblin King	R	R	\$19.00	\$24.00	\$3.00
Granite Gargoyle	R	R	\$24.00	\$27.00	\$7.00
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Helm of Chatzruk	A	R	\$9.00	\$9.00	\$1.00
Hive, The	A	R	\$10.00	\$12.00	\$2.00
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Hypnotic Specter	Bk	U	\$15.00	\$19.00	\$2.50
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Instill Energy	G	U	\$3.00	\$3.00	\$1.00
Invisibility	Bl	C	\$6.00	\$6.00	\$4.00
Iron Star	A	U	\$3.00	\$3.00	\$1.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unlimited
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Island Sanctuary	W	R	\$9.00	\$9.00	\$2.00
Ivory Cup	A	U	\$3.00	\$3.00	\$1.00
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Ley Druid	G	U	\$3.00	\$3.00	\$1.00
Library of Leng	A	U	\$3.00	\$3.00	\$1.00
Lich	Bk	R	\$59.00	\$64.00	\$47.00
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Lifetap	Bl	U	\$3.00	\$3.00	\$1.00
Lightning Bolt	R	C	\$9.00	\$10.00	\$1.00
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Living Lands	G	R	\$9.00	\$9.00	\$2.00
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Magical Hack	Bl	R	\$24.00	\$27.00	\$5.00
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Mana Flare	R	R	\$17.00	\$19.00	\$6.00
Mana Short	Bl	R	\$15.00	\$17.00	\$3.00
Mana Vault	A	R	\$17.00	\$19.00	\$5.00
Mamaburbs	R	R	\$13.00	\$15.00	\$2.00
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ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unlimited
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Orcish Oriflame	R	U	\$35.00	\$3.00	\$1.00
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Pirate Ship	Bl	R	\$9.00	\$9.00	\$2.00
Plateau	L	R	\$50.00	\$59.00	\$20.00
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Poison Blast	Bl	U	\$29.00	\$29.00	\$24.00
Purclace	W	R	\$9.00	\$9.00	\$1.00
Raging River	R	R	\$39.00	\$44.00	\$29.00
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Savannah Lions	Bk	U	\$3.00	\$3.00	\$1.00
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Stone Giant	A	R	\$9.00	\$9.00	\$2.00
Sunglasses of Urza	W	U	\$19.00	\$22.00	\$2.00
Swords to Plowshares	L	R	\$50.00	\$59.00	\$16.00
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Thicket Basilisk	G	U	\$4.00	\$5.00	\$1.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unlimited
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Throne of Bone	A	U	\$3.00	\$3.00	\$1.00
Timber Wolves	G	R	\$17.00	\$19.00	\$2.00
Time Vault	A	R	\$109.00	\$109.00	\$1.00
Time Walk	Bl	R	\$259.00	\$279.00	\$19.00
Timetwister	Bl	R	\$169.00	\$179.00	\$19.00
Tropical Island	L	R	\$50.00	\$59.00	\$2.00
Tsunami	G	U	\$3.00	\$3.00	\$1.00
Tundra	L	R	\$50.00	\$59.00	\$2.00
Tunnel	R	U	\$3.00	\$3.00	\$1.00
Twiddle	Bl	C	\$3.00	\$3.00	\$1.00
Two-Headed Giant of Foriys	R	R	\$54.00	\$59.00	\$42.00
Underground Sea	L	R	\$50.00	\$59.00	\$16.00
Uthden Troll	R	U	\$3.00	\$3.00	\$1.00
Verduran Enchantress	G	R	\$9.00	\$9.00	\$2.00
Vesuvan Doppelganger	Bl	R	\$49.00	\$59.00	\$19.00
Veteran Bodyguard	W	R	\$20.00	\$24.00	\$3.00
Volcanic Eruption	Bl	R	\$9.00	\$9.00	\$2.00
Volcanic Island	L	R	N/A	\$59.00	\$16.00
Wall of Air	Bl	U	\$5.00	\$5.00	\$1.00
Wall of Bone	Bk	U	\$3.00	\$3.00	\$1.00
Wall of Brambles	G	U	\$3.00	\$3.00	\$1.00
Wall of Fire	R	U	\$3.00	\$3.00	\$1.00
Wall of Ice	G	U	\$3.00	\$3.00	\$1.00
Wall of Stone	R	U	\$3.00	\$3.00	\$1.00
Wall of Swords	W	U	\$5.00	\$5.00	\$1.00
Wall of Water	Bl	U	\$3.00	\$3.00	\$1.00
Wall of Wood	G	C	\$3.00	\$3.00	\$1.00
Wanderlust	G	U	\$3.00	\$3.00	\$1.00
Warp Artifact	Bk	R	\$13.00	\$17.00	\$2.00
Water Elemental	Bl	U	\$3.00	\$3.00	\$1.00
Web	G	R	\$13.00	\$16.00	\$2.00
Wheel of Fortune	R	R	\$37.00	\$43.00	\$10.00
White Knight	W	U	\$14.00	\$18.00	\$2.00
White Ward	W	U	\$3.00	\$3.00	\$1.00
Will-O'-The-Wisp	Bk	R	\$34.00	\$39.00	\$7.00
Winter Orb	A	R	\$34.00	\$39.00	\$5.00
Wooden Sphere	A	U	\$3.00	\$3.00	\$1.00
Word of Command	Bk	R	\$69.00	\$74.00	\$49.00
Wrath of God	W	R	\$42.00	\$55.00	\$10.00
Zombie Master	Bk	R	\$13.00	\$15.00	\$2.00

REVISED/4TH EDITION/5TH EDITION CARD LIST

Revised	
Starter Deck	\$29.95
Starter Box	\$249.95
Booster Pack	\$7.95
Booster Box	\$259.95
Complete Set	\$229.00
All Commons Not Listed	\$5.00 ea

4th Edition	
Starter Deck	\$8.95
Starter Box	\$79.95
Booster Pack	\$2.95
Booster Box	\$94.95
Complete Set	\$149.00
All Commons Not Listed	\$5.00 ea

5th Edition	
Starter Deck	\$8.95
Starter	call
Booster Pack	\$2.95
Booster Box	call
Complete Set	call
All Commons Not Listed	\$7.75 ea

Card Title	Color	Rarity	Price
Abbey Gargoyles	W	U	\$1.00
Abomination	Bk	U	\$1.00
Abyssal Specter	Bk	U	\$1.00
Adarkar Wastes	L	R	\$7.00
Aether Storm	Bl	U	\$1.00
Air Elemental	Bl	U	\$1.00
Air Elemental	Bl	U	\$1.00
Akron Legionnaire	W	R	\$3.00
Aladdin's Lamp	A	R	\$2.00
Aladdin's Ring	A	R	\$2.00
Aladdin's Ring	A	R	\$2.00
Ali Baba	R	U	\$1.00
An-Havea Constable	G	R	\$3.00
Angry Mob	W	U	\$1.00
Angry Mob	W	U	\$1.00
Animate Dead	Bl	U	\$1.00
Animate Dead	Bk	U	\$1.00
Animate Wall	W	R	\$2.00
Ankh of Mishra	A	R	\$2.00
Anti-Magic Aura	Bl	U	\$1.00
Armageddon	W	R	\$7.00
Armageddon Clock	A	R	\$6.00
Ashe to Ashes	Bk	U	\$1.00
Ashnod's Battle Gear	A	U	\$1.00
Aspect of Wolf	G	R	\$3.00
Atef	R	U	\$1.00
Azure Drake	Bl	U	\$1.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Backfire	Bl	U	\$1.00
Bad Moon	Bk	R	\$7.00
Badlands	L	R	\$14.00
Balance	W	R	\$3.00
Ball Lightning	R	R	\$9.00
Barf's Cage	A	R	\$3.00
Basalt Monolith	A	U	\$1.00
Bayou	L	R	\$13.00
Binding Grasp	Bl	U	\$1.00
Birds of Paradise	G	R	\$7.00
Black Knight	Bk	U	\$2.00
Black Mana Battery	A	R	\$3.00
Black Vise	A	U	\$1.50
Black Ward	W	U	\$5.00
Blessing	W	R	\$1.00
Blight	Bk	U	\$1.00
Blinking Spirit	W	R	\$7.00
Blue Mana Battery	A	R	\$3.00
Blue Ward	W	U	\$5.00
Boj Wrath	A	Bk	\$1.00
Bottle of Suleiman	L	R	\$1.00
Bottomless Vault	A	R	\$4.00
Braingeyser	Bl	R	\$6.00
Brass Man	A	U	\$1.00
Breeding Pit	Bk	U	\$2.00
Broken Visage	Bk	R	\$3.00
Bronze Tablet	A	R	\$2.00
Brushland	L	R	\$7.00
Burrowing	R	U	\$1.00
Caribou Range	W	R	\$3.00
Carion Ants	Bk	U	\$1.50
Castle	W	U	\$1.00
Cave People	R	U	\$1.00
Celestial Prism	A	U	\$1.00
Channel	G	U	\$1.00
Chaoslace	R	R	\$1.00
Circle of Protection: Artifacts	W	U	\$1.50
City of Brass	L	R	\$8.00
Clockwork Avian	A	R	\$3.00
Clockwork Beast	A	R	\$2.00
Clockwork Steed	A	U	\$1.00
Clone	Bl	U	\$4.00
Cockatrice	G	R	\$3.00
Colossus of Sardia	A	R	\$4.00
Conquer	R	U	\$1.00
Conservator	A	U	\$1.00
Contract from Below	Bk	R	\$2.00
Control Magic	Bl	U	\$1.50
Conversion	W	U	\$1.00
Copy Artifact	Bl	R	\$6.00
Coral Helm	A	R	\$2.00
Cosmic Horror	Bk	R	\$3.00
Counterspell	Bl	U	\$1.50
Craw Giant	G	U	\$1.00
Crimson Manticores	R	R	\$3.00
Crown of the Ages	A	R	\$4.00
Crumble	G	U	\$1.00
Crusade	W	R	\$6.00
Crystal Rod	A	U	\$1.00
Cursed Land	Bk	U	\$1.00
Dance of Many	Bl	R	\$3.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Dancing Scimitar	A	R	\$2.00
Darkpact	Bk	R	\$2.00
Deathgrip	Bk	U	\$1.00
Deathgrip	Bk	U	\$1.00
Deathlace	Bk	R	\$1.00
Deflection	Bl	R	\$6.00
Demonic Attorney	Bk	R	\$2.00
Demonic Hordes	Bk	R	\$6.00
Demonic Tutor	Bk	U	\$4.00
Derelor	Bk	R	\$3.00
Desert Twister	G	U	\$1.00
Detonate	R	U	\$1.00
Diabolic Machine	A	U	\$1.00
Dingus Egg	A	R	\$3.00
Disrupting Scepter	A	R	\$3.00
Divine Transformation	W	U	\$1.00
Dragon Engine	A	R	\$2.00
Dragon Whelp	R	U	\$1.00
Drain Power	Bl	R	\$3.50
Dust to Dust	W	U	\$1.00
Dwarven Catapult	R	U	\$1.00
Dwarven Hold	L	R	\$4.00
Dwarven Ruins	L	U	\$1.00
Dwarven Weaponsmith	R	U	\$1.00
Earth Elemental	R	U	\$1.00
Earthquake	R	R	\$4.00
Ebon Stronghold	L	U	\$1.00
Ebony Horse	A	R	\$2.00
El-Hajjaj	Bk	R	\$2.00
Elder Druid	G	R	\$3.00
Elder Land Wurm	W	R	\$3.00
Elkin Bottle	A	R	\$3.00
Elven Riders	G	U	\$1.00
Elvish Archers	G	R	\$4.00
Energy Flux	Bl	U	\$1.00
Evil Eye of Orms-by-Gore	Bk	U	\$1.00
Evil Presence	Bk	U	\$1.00
Eye for an Eye	W	R	\$2.00
Fallen Angel	W	Bk	\$2.00
Farmstead	W	R	\$2.00
Fastbond	G	R	\$5.00
Feedback	Bl	U	\$1.00
Feldon's Stone	A	U	\$1.00
Fellwar Cane	A	U	\$2.50
Feroz's Ban	A	R	\$2.00
Fire Drake	R	U	\$1.00
Fire Elemental	R	U	\$1.00
Flame Spirit	R	U	\$1.00
Flashfires	R	U	\$1.00
Flying Carpet	A	R	\$1.00
Force of Nature	G	R	\$5.00
Forget	Bl	R	\$3.00
Fork	A	R	\$14.00
Fountain of Youth	A	U	\$1.00
Fungusaur	G	R	\$3.00
Fyndhorn Elder	G	U	\$1.00
Gaea's Liege	G	R	\$4.00
Game of Chaos	R	R	\$3.00
Gauntlets of Chaos	R	R	\$3.00
Glacial Wall	Bl	U	\$1.00
Glasses of Urza	A	U	\$1.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Library of Leng	A	U	\$1.00
Lifelace	G	U	\$1.00
Lifelace	G	R	\$1.00
Lifetap	Bl	U	\$1.00
Living Artifact	G	R	\$3.00
Living Lands	G	R	\$2.00
Living Wall	A	U	\$1.00
Lord of Atlantis	Bl	R	\$3.50
Lord of the Pit	Bk	R	\$5.00
Lure	G	U	\$1.00
Magical Hack	Bl	R	\$4.00
Magnetic Mountain	R	R	\$2.00
Magus of the Unseen	Bl	R	\$3.00
Mahamot Djinn	Bl	R	\$7.00
Mana Clash	R	R	\$3.00
Mana Flare	R	R	\$4.00
Mana Short	Bl	R	\$3.00
Mana Vault	A	R	\$4.00
Manabombs	R	R	\$3.00
Meekstone	A	R	\$4.00
Mijae Djinn	R	R	\$3.00
Millstone	A	R	\$5.00
Mind Bomb	Bl	U	\$1.00
Mind Twist	Bk	R	\$2.00
Mind Warp	Bk	U	\$1.00
Mishra's Factory	L	U	\$4.00
Mishra's War Machine	A	R	\$2.00
Mole Worms	Bk	U	\$1.00
Necropotence	Bk	R	\$8.00
Nether Shadow	Bk	R	\$4.00
Nettling Imp	Bk	U	\$2.00
Nevinyrral's Disk	A	R	\$7.00
Nightmare	Bk	R	\$6.00
Northern Paladin	W	R	\$4.00
Oasis	L	U	\$1.00
Obelisk of Undoing	A	R	\$3.00
Obsidian Golem	A	U	\$1.00
Onulet	A	R	\$2.00
Orcish Artillery	R	U	\$1.00
Orcish Captain	R	U	\$1.00
Orcish Drifflame	R	U	\$1.00
Orcish Squatters	R	R	\$5.00
Order of the Sacred Torch	W	R	\$4.00
Order of the White Shield	W	U	\$1.00
Orgg	R	R	\$3.00
Ornithopter	A	U	\$1.00
Osai Vultures	W	U	\$1.00
Pentagram of the Ages	A	R	\$3.00
Personal Incantation	W	R	\$3.00
Phantasmal Forces	Bl	U	\$1.00
Phantom Monster	Bl	U	\$1.00
Pirate Ship	Bl	R	\$2.00
Platoon	L	R	\$14.00
Power Surge	R	R	\$3.00
Pox	Bk	R	\$4.00
Primal Clay	A	R	\$2.00
Primal Order	G	R	\$5.00
Primordial Ooze	R	U	\$1.00
Psionic Entity	Bl	R	\$2.00
Purelace	W	R	\$1.00
Pyroblast	R	U	\$1.00
Pyrotechnics	R	U	\$1.00
Rabid Wombat	G	U	\$1.00
Rack, The	A	U	\$1.00
Radian Spirit	G	U	\$1.00
Rag Man	Bk	R	\$3.00
Rebirth	G	R	\$2.00
Recall	Bl	R	\$4.00
Red Mana Battery	A	R	\$3.00
Red Ward	A	U	\$5.00
Regrowth	G	U	\$3.00
Relic Bind	Bl	R	\$3.00
Resurrection	W	U	\$1.00
Reverse Damage	W	R	\$4.00
Reverse Polarity	W	U	\$1.00
Righteousness	W	R	\$3.00
Roc of Kher Ridges	R	R	\$6.00
Rock Hydra	R	R	\$7.00
Rocket Launcher	A	R	\$3.00
Rod of Ruin	A	U	\$1.00
Royal Assassin	Bk	R	\$9.00
Ruins of Trokair	U	U	\$1.00
Sacred Boon	W	U	\$1.00
Sacrifice	Bk	U	\$1.00
Sand Silos	L	R	\$4.00
Savannah	L	R	\$13.00
Savannah Lions	W	R	\$6.00
Scavenging Ghoul	Bk	U	\$1.00
Scrubland	L	R	\$13.00
Sea Spirit	Bl	U	\$1.00
Sea Sprite	Bl	U	\$1.00
Seasinger	Bl	U	\$1.50
Sedging Troll	R	R	\$6.00
Serogian Leviathan	Bl	U	\$1.00
Sengir Autocrat	Bk	R	\$4.00
Sengir Vampire	Bk	R	\$3.50
Seraph	W	R	\$6.00
Serendib Efreet	Bl	R	\$7.00
Serpent Generator	A	R	\$3.00
Serra Angel	W	U	\$4.50
Serra Bestiary	W	U	\$1.00
Serra Paladin	W	U	\$1.00
Shapeshifter	A	U	\$1.00
Shatterstorm	R	U	\$1.00
Shivan Dragon	R	R	\$12.00
Sibilant Spirit	Bl	R	\$4.00
Simulacrum	Bk	U	\$1.00
Sindbad	Bl	U	\$1.00
Siren's Call	Bl	U	\$1.00
Skull Catapult	A	U	\$1.00
Sleight of Mind	Bl	R	\$4.00
Smoke	R	R	\$3.00
Sol Ring	A	U	\$6.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Sorceress Queen	Bk	R	\$5.00
Soul Net	A	U	\$1.00
Spirit Link	W	U	\$2.50
Spirit Shackles	Bk	U	\$1.00
Stampede	G	R	\$3.00
Stasis	Bl	R	\$4.00
Steal Artifact	Bl	U	\$1.00
Stone Giant	R	U	\$1.00
Stone Spirit	R	U	\$1.00
Strip Mine	L	U	\$3.50
Stromgald Cabal	Bk	R	\$3.00
Sulfurous Springs	L	R	\$8.00
Sunglasses of Urza	A	R	\$2.00
Syvelumite Temple	L	U	\$1.00
Swords to Plowshares	W	U	\$2.00
Sylvan Library	W	R	\$5.00
Taiga	L	R	\$14.00
Tawnos's Wand	A	U	\$1.00
Tawnos's Weaponry	A	U	\$1.00
Tempest Efreet	R	R	\$2.00
Tetravus	A	R	\$3.00
Thicket Basilisk	G	U	\$1.00
Thoughtlace	Bl	R	\$1.00
Throne of Bone	A	U	\$1.00
Thrull Retainer	Bk	U	\$1.00
Timber Wolves	G	R	\$3.00
Time Bomb	A	R	\$4.00
Time Elemental	Bl	R	\$6.00
Titania's Song	G	R	\$2.50
Triskelion	A	R	\$2.50
Tropical Island	L	R	\$13.00
Truce	W	R	\$3.00
Tsunami	G	U	\$1.00
Tundra	L	R	\$14.00
Tunnel	R	U	\$1.00
Uncle Istvan	Bk	U	\$1.00
Underground River	L	R	\$7.00
Underground Sea	L	R	\$14.00
Untamed Wilds	G	U	\$1.00
Urza's Avenger	A	R	\$4.00
Urza's Bauble	A	U	\$1.00
Uttered Troll	R	U	\$1.00
Verduran Enchantress	G	R	\$2.00
Vesuvan Doppelganger	Bk	R	\$17.00
Veteran Bodyguard	W	R	\$4.00
Visions	W	U	\$1.00
Volcanic Eruption	Bl	R	\$2.00
Volcanic Island	L	R	\$14.00
Wall of Air	Bl	U	\$1.00
Wall of Bone	Bk	U	\$1.00
Wall of Brambles	G	U	\$1.00
Wall of Fire	R	U	\$1.00
Wall of Ice	G	U	\$1.00
Wall of Stone	R	U	\$1.00
Wall of Swords	W	U	\$1.00
Wall of Water	Bl	U	\$1.00
Wanderlust	G	U	\$1.00
Warp Artifact	Bk	R	\$3.00
Water Elemental	Bl	U	\$1.00
Web	G	R	\$3.00
Wheel of Fortune	R	R	\$11.00
Whirling Dervish	G	U	\$2.00
White Knight	W	U	\$2.00
White Ward	W	U	\$5.00
Will-O'-The-Wisp	Bk	R	\$5.00
Wind Spirit	Bl	U	\$1.00
Winds of Change	R	R	\$3.00
Winter Blast	G	U	\$1.00
Winter Orb	A	R	\$6.00
Wolverine Pack	G	U	\$1.00
Wooden Sphere	A	U	\$1.00
Word of Blasting	R	U	\$1.00
Wrath of God	W	R	\$9.00
Wretched, The	Bk	R	\$5.00
Wyluli Wolf	G	R	\$5.00
Xenic Poltergeist	Bk	R	\$3.00
Zombie Master	Bk	R	\$3.00
Zur's Weirding	Bl	R	\$5.00

ARABIAN NIGHTS CARD LIST

Booster Pack	\$79.00
Booster Box	\$4495.00
Complete Set	\$945.00

Card Title	Color	Rarity	Price
Abu Jafar	W	U	\$3.00
Aladdin	R	U	\$2.00
Aladdin's Lamp	A	U	\$2.00
Aladdin's Ring	A	U	\$2.00
Ali Baba	Bk	R	\$3.00
Ali from Cairo	R	U	\$2.00
Army of Allah (a)	W	C	\$3.00
Bazaar of Baghdad	L	U	\$24.00
Bird Maiden (a)	R	C	\$2.00
Bottle of Suleiman	A	U	\$2.00
Brass Man	A	U	\$3.00
Camel	W	C	\$1.00
City in a Bottle	A	U	\$2.00
City of Brass	L	U	\$24.00
Cuombaji Witches	Bk	C	\$1.00
Cyclone	G	U	\$4.00
Dancing Scimitar	A	U	\$2.00
Dandan	Bl	C	\$1.00
Desert	L	U	\$3.00
Desert Nomads	R	C	\$2.00
Desert Twister	G	U	\$3.00
Diamond Valley	L	U	\$74.00

ARABIAN NIGHTS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Drop of Honey	G	U	\$38.00
Ebony Horse	A	U	\$5.00
El-Hajjaj	Bk	U	\$5.00
Elephant Graveyard	L	U	\$34.00
Erg Raiders (a)	Bk	C	\$1.00
Ermahn Djinn	G	U	\$29.00
Eye for an Eye	W	U	\$4.00
Fishliver Oil (a)	Bl	C	\$1.00
Flying Carpet	A	U	\$5.00
Flying Men	Bl	C	\$6.00
Ghaazbn Ogre	G	C	\$1.00
Giant Tortoise (a)	Bl	C	\$1.00
Guardian Beast	Bk	U	\$59.00
Hasran Ogress (a)	Bk	C	\$1.00
Hurr Jackal	R	C	\$1.00
Kh-Belf Efreet	G	U	\$33.00
Island Fish Jaconius	Bl	U	\$4.00
Island of Wak-Wak	L	U	\$44.00
Jandor's Ring	A	U	\$6.00
Jandor's Saddlebags	A	U	\$6.00
Jeweled Bird	A	U	\$4.00
Jihad	W	U	\$245.00
Jundin Efreet	Bk	U	\$2.00
Juzam Djinn	Bk	U	\$189.00
Khabal Ghoul	Bk	U	\$34.00
King Suleiman	W	U	\$24.00
Kird Ape	R	C	\$2.00
Library of Alexandria	L	U	\$39.00
Magnetic Mountain	R	U	\$3.00
Merchant Ship	Bl	U	\$3.00
Metamorphosis	G	C	\$1.00
Mijae Djinn	R	U	\$8.00
Moorish Cavalry (a)	W	C	\$2.00
Mountain	N	C	\$11.00
Nafs App (a)	G	C	\$1.00
Oasis	L	U	\$4.00
Old Man of the Sea	Bl	U	\$34.00
Oubliette (a)	Bk	C	\$3.00
Piety (a)	W	C	\$1.00
Pyramids	A	U	\$19.00
Repentant Blacksmith	W	U	\$2.00
Ring of Ma'rif	A	U	\$34.00
Rukh Eggs (a)	R	C	\$17.00
Sandals of Abdallah	A	U	\$3.00
Sandstorm	G	C	\$1.00
Serendib Djinn	Bl	U	\$29.00
Serendib Efreet	Bl	U	\$29.00
Shahrazad	W	U	\$24.00
Sindbad	Bl	U	\$5.00
Singing Tree	G	U	\$36.00
Sorceress Queen	Bk	U	\$11.00
Stone-Throwing Devils (a)	Bk	C	\$4.00
Unstable Mutation	Bl	C	\$1.00
War Elephant (a)	W	C	\$2.00
Wyluli Wolf	G	C	\$5.00
Y'dwen Efreet	R	U	\$14.00

ANTIQUITIES CARD LIST

Booster Pack	\$16.95
Booster Box	\$879.00
Complete Set	\$289.00
Commons Not Listed	\$1.00 ea

Card Title	Color	Rarity	Price
Argivian Archeologist	W	U	\$37.00
Argivian Blacksmith	W	C	\$2.00
Armageddon Clock	A	U	\$3.00
Ashnod's Altar	A	U	\$3.00
Ashnod's Battle Gear	A	U	\$3.00
Ashnod's Transmogrator	A	U	\$3.00
Atog	R	C	\$1.00
Bronze Tablet	A	U	\$5.00
Candelabra of Tawnos	A	U	\$44.00
Circle of Protection: Artifacts	W	U	\$3.00
Citadel Druid	G	U	\$3.00
Clockwork Avian	A	U	\$8.00
Colossus of Sandia	A	U	\$12.00
Coral Helm	A	U	\$5.00
Cursed Rack	A	C	\$3.00
Dumping Field	W	U	\$2.00
Detonate	R	U	\$3.00
Dwarven Weaponsmith	R	U	\$2.00
Energy Flux	Bl	U	\$3.00
Feldon's Cane	A	C	\$6.00
Gaea's Avenger	G	U	\$14.00
Gate of Phyrexia	Bk	U	\$5.00
Goblin Artisans	R	U	\$3.00
Goldgothian Sylex	A	U	\$8.00
Hamming Wind	Bk	U	\$4.00
Hurley's Recall	Bl	U	\$3.00
Ivory Tower	A	U	\$6.00
Jaum Tower	A	U	\$5.00
Martyrs of Korlis	W	U	\$4.00
Mightstone	A	U	\$4.00
Millstone	A	U	\$9.00
Mishra's Factory, autumn	L	U	\$19.00
Mishra's Factory, spring	L	U	\$19.00
Mishra's Factory, summer	L	U	\$22.00
Mishra's Factory, winter	L	U	\$22.00
Mishra's War Machine	A	U	\$4.00
Mishra's Workshop	L	U	\$31.00
Obelisk of Undoing	A	U	\$1.00
Onulet	Bl	U	\$3.00
Power Artifact	Bl	U	\$3.00
Powerleech	G	U	\$4.00
Primal Clay	G	U	\$3.00
Rack, The	A	U	\$3.00

ANTIQUITIES CARD LIST (cont.)

Card Title	Color	Rarity	Price
Rocket Launcher	A	U	\$6.00
Shapeshifter	A	U	\$5.00
Shatterstorm	R	U	\$5.00
Strip Mine, <i>hazards/steep slope</i>	L	U	\$18.00
Strip Mine, <i>hazards/steep slope</i>	L	C	\$18.00
Strip Mine, <i>small tower in forest</i>	L	U	\$18.00
Su-Chi	A	U	\$8.00
Tawnos's Coffin	A	U	\$22.00
Tawnos's Wand	A	U	\$3.00
Tawnos's Weaponry	A	U	\$3.00
Tetravus	A	U	\$7.00
Titania's Song	G	U	\$4.00
Transmute Artifact	Bl	U	\$2.00
Triskelion	A	U	\$5.00
Urza's Avenger	A	U	\$6.00
Urza's Miter	A	U	\$6.00
Wall of Spears	A	U	\$2.00
Weakstone	A	U	\$3.00
Xenic Poltergeist	Bk	U	\$3.00
Yawgmoth Demon	Bk	U	\$6.00

LEGENDS CARD LIST

Booster Pack	\$24.95
Booster Box	\$799.00
Complete Set	\$949.00
Italian Legends Pack	\$10.95
Italian Box	\$349.00
Commons not listed	\$1.00 ea

LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Greater Realm of Preservation	Bk	U	\$8.00
Greedy	Bk	R	\$9.00
Green Mana Battery	A	U	\$4.00
Gwendlyn Di Corci	M	R	\$19.00
Halfdane	M	R	\$13.00
Hammerheim	M	U	\$5.00
Hazezon Tamar	M	R	\$14.00
Heaven's Gate	W	U	\$5.00
Hell's Caretaker	Bk	R	\$14.00
Hellfire	Bk	R	\$19.00
Horn of Deafening	A	R	\$4.00
Horror of Horrors	Bk	U	\$4.00
Hunding Gnomes	M	U	\$4.00
Hyperion Blacksmith	R	U	\$3.00
Ichneumon Druid	G	U	\$3.00
Imprison	Bk	R	\$9.00
In the Eye of Chaos	Bl	R	\$9.00
Infernal Medusa	Bk	U	\$6.00
Infinite Authority	W	R	\$13.00
Invoke Prejudice	Bl	R	\$16.00
Ivory Guardians	W	U	\$3.00
Jacques le Vert	M	R	\$11.00
Jasmine Boreal	M	U	\$4.00
Jedit Ojanen	M	U	\$4.00
Jerrard of the Closed Fist	M	U	\$4.00
Johan	M	R	\$14.00
Jovial Evil	Bk	R	\$14.00
Juxtapose	Bl	R	\$6.00
Karakas	L	U	\$5.00
Kasimir the Lone Wolf	M	U	\$4.00
Kei Takahashi	M	R	\$8.00
Killer Bees	G	R	\$10.00
Kismet	W	U	\$3.00
Knowledge Vault	A	R	\$11.00
Kobold Drill Sergeant	R	U	\$11.00
Kobold Overlord	R	R	\$19.00
Kobold Taskmaster	R	U	\$11.00
Kobolds of Kher Keep	R	U	\$2.00
Kry Shield	A	U	\$3.00
Lady Caleria	M	R	\$11.00
Lady Evangela	A	R	\$11.00
Lady of the Mountain, The	M	U	\$4.00
Lady Orca	M	U	\$4.00
Land Equilibrium	Bl	R	\$15.00
Land Tax	W	U	\$12.00
Land's Edge	R	R	\$11.00
Lesser Werewolf	Bk	U	\$6.00
Life Chisel	A	U	\$4.00
Life Matrix	A	R	\$9.00
Lifeflood	W	R	\$16.00
Living Plane	G	R	\$18.00
Livonya Silone	M	U	\$11.00
Lord Magnus	U	M	\$4.00
Mana Drain	M	U	\$39.00
Mana Matrix	A	R	\$9.00
Marble Priest	A	U	\$3.00
Marhault Elsdragon	M	U	\$3.00
Master of the Hunt	G	R	\$22.00
Mirror Universe	A	R	\$89.00
Moat	W	R	\$64.00
Mold Demon	Bk	R	\$9.00
Mountain Stronghold	L	U	\$3.00
Mountain Yeti	R	U	\$3.00
Nebuchadnezzar	M	R	\$8.00
Nether Void	Bk	R	\$47.00
Nicol Bolas	M	R	\$17.00
North Star	M	R	\$14.00
Nova Pentacle	A	R	\$17.00
Palladia-Mors	M	R	\$14.00
Part Water	Bl	U	\$3.00
Pavel Maliki	M	U	\$3.00
Pendelhaven	N	U	\$6.00
Petra Sphinx	W	R	\$8.00
Pixie Queen	G	R	\$9.00
Planar Gate	A	U	\$16.00
Pradesh Gypsies	G	U	\$3.00
Presence of the Master	W	U	\$5.00
Primordial Ooze	R	U	\$3.00
Princess Lucracia	M	U	\$4.00
Poisonic Entity	Bl	U	\$8.00
Puppet Master	Bl	U	\$3.00
Quagmire	Bk	U	\$3.00
Quarum Trench Gnomes	R	R	\$9.00
Rabid Wombat	G	U	\$3.00
Radjan Spirit	G	U	\$3.00
Ragnar	M	R	\$12.00
Ramirez DePietro	M	U	\$3.00
Ramesses Overdark	M	R	\$15.00
Rapid Fire	W	R	\$8.00
Rasputin Dreamweaver	M	R	\$13.00
rathi Berserker	R	U	\$4.00
Recall	G	U	\$7.00
Red Mana Battery	Bl	R	\$9.00
Reincarnation	A	U	\$4.00
Relic Barrier	A	U	\$6.00
Relic Bind	Bl	U	\$4.00
Remove Enchantments	W	C	\$2.00
Reset	Bl	U	\$4.00
Revelation	G	R	\$5.00
Reverberation	Bl	R	\$12.00
Righteous Avengers	W	U	\$4.00
Ring of Immortals	A	U	\$14.00
Riven Turnbull	M	U	\$4.00
Rohgah of Kher Keep	M	R	\$13.00
Rubinia Soulsinger	M	R	\$12.00
Sea King's Blessing	L	U	\$3.00
Seafarer's Quay	N	U	\$3.00
Seeker	W	U	\$3.00
Segovian Leviathan	Bl	U	\$3.00
Sentinel	A	R	\$7.00
Serpent Generator	A	R	\$9.00
Shield Wall	W	U	\$2.00

LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Shimian Night Stalker	Bk	U	\$3.00
Silhouette	Bl	U	\$3.00
Sir Shandalar of Eberyn	M	U	\$3.00
Sivriti Scarzam	M	U	\$2.00
Sol'kanar the Swamp King	M	R	\$15.00
Spectral Cloak	Bl	U	\$7.00
Spinal Villain	R	R	\$13.00
Spirit Link	W	U	\$6.00
Spiritual Sanctuary	W	R	\$9.00
Stang	M	R	\$10.00
Storm Seeker	G	U	\$5.00
Storm World	R	R	\$12.00
Sunastian Falconer	M	U	\$3.00
Sword of the Ages	A	R	\$27.00
Sylvan Library	G	U	\$7.00
Sylvan Paradise	G	U	\$3.00
Syphon Soul	Bk	C	\$2.00
Tabernacle at Pendrell Vale, the	L	R	\$32.00
Tacklemaggot	Bk	U	\$3.00
Telekinesis	Bl	R	\$8.00
Teleport	Bl	R	\$8.00
Tempest Effreet	R	R	\$7.00
Tetsuo Umezawa	M	R	\$17.00
Thunder Spirit	W	R	\$36.00
Time Elemental	Bl	R	\$12.00
Tobias Andron	M	U	\$3.00
Tolaria	L	U	\$3.00
Tor Wauki	M	U	\$3.00
Torsten Von Ursus	M	U	\$3.00
Touch of Darkness	Bk	U	\$3.00
Triassic Egg	A	R	\$6.00
Tukuri Deathlock	M	R	\$12.00
Typhoon	G	R	\$9.00
Undertow	Bl	U	\$3.00
Underworld Dreams	Bk	U	\$29.00
Unholy Citadel	L	U	\$3.00
Untamed Wilds	G	U	\$3.00
Ur-Drago	M	R	\$12.00
Urborg	L	U	\$5.00
Vaeictis Asmadi	M	R	\$13.00
Visions	W	U	\$2.00
Voodoo Doll	A	R	\$8.00
Wall of Dust	A	U	\$3.00
Wall of Light	W	U	\$3.00
Wall of Opposition	R	R	\$6.00
Wall of Putrid Flesh	Bk	U	\$3.00
Wall of Tombstones	Bk	U	\$3.00
Wall of Wonder	Bl	U	\$3.00
Whirling Dervish	G	U	\$6.00
White Mana Battery	A	U	\$4.00
Willow Satyr	G	R	\$14.00
Winds of Change	R	U	\$4.00
Winter Blast	G	R	\$11.00
Wood Elemental	G	R	\$9.00
Wretched, The	Bk	R	\$18.00
Xira Arien	M	R	\$9.00

THE DARK CARD LIST

Booster Pack	\$6.95
Booster Box	\$349.00
Complete Set	\$129.00
Commons Not Listed	\$1.00 ea

Card Title	Color	Rarity	Price
Annesia	Bl	U	\$5.00
Angry Mob	W	U	\$2.00
Apprentice Wizard	Bl	U	\$2.00
Ball Lightning	R	U	\$14.00
Banshee	Bk	U	\$2.00
Barf's Cage	A	U	\$2.00
Blood Moon	R	U	\$6.00
Blood of the Martyr	W	U	\$2.00
Bone Flute	A	U	\$2.00
Book of Rass	A	U	\$2.00
Brothers of Fire	R	U	\$2.00
Cave People	A	U	\$2.00
City of Shadows	L	U	\$4.00
Cleansing	W	U	\$4.00
Coal Golem	A	U	\$2.00
Curse Artifact	Bk	U	\$2.00
Dance of Many	Bl	U	\$2.00
Dark Sphere	A	U	\$2.00
Diabolic Machine	A	U	\$2.00
Eater of the Dead	Bk	U	\$2.00
Electric Eel	Bl	U	\$2.00
Elves of Deep Shadow	G	U	\$5.00
Eternal Flame	R	U	\$3.00
Exorcist	W	U	\$5.00
Fallen, The	Bk	U	\$2.00
Fasting	W	U	\$2.00
Fellwar's Stone	A	U	\$3.00
Fire and Brimstone	W	U	\$2.00
Fire Drake	R	U	\$2.00
Flood	A	U	\$2.00
Fountain of Youth	A	U	\$2.00
Frankenstein's Monster	Bk	U	\$10.00
Goblin Wizard	R	U	\$7.00
Grave Robbers	Bk	U	\$5.00
Hidden Path	R	U	\$8.00
Inferno	R	U	\$4.00
Knights of Thorn	W	U	\$6.00
Leviathan	Bl	U	\$7.00
Living Armor	A	U	\$2.00
Lurker	G	U	\$5.00
Mana Clash	R	U	\$5.00
Mana Vortex	Bl	U	\$5.00
Martyr's Cry	W	U	\$5.00

THE DARK CARD LIST (cont.)

Card Title	Color	Rarity	Price
Maze of Ith	L	C	\$13.00
Merfolk Assassin	Bl	U	\$5.00
Mind Bomb	Bl	U	\$4.00
Nameless Race	Bk	U	\$6.00
Necropolis	A	U	\$2.00
Niall Silvain	G	U	\$6.00
Orc General	R	U	\$3.00
People of the Woods	G	U	\$5.00
Preacher	W	U	\$10.00
Psychic Allergy	Bl	U	\$5.00
Rag Man	Bk	U	\$4.00
Reflecting Mirror	A	U	\$2.00
Runesword	A	U	\$2.00
Safe Haven	L	U	\$4.00
Scarecrow	A	U	\$2.00
Scarwood Bandits	G	U	\$6.00
Scarwood Hag	G	U	\$2.00
Season of the Witch	Bk	U	\$6.00
Sisters of the Flame	R	U	\$2.00
Skull of Orm	A	U	\$6.00
Sorrow's Path	L	U	\$5.00
Spitting Slug	G	U	\$2.00
Standing Stones	A	U	\$2.00
Stone Calendar	A	U	\$10.00
Tangle Kelp	Bl	U	\$2.00
Tivadar's Crusade	W	U	\$2.00
Tormod's Crypt	A	U	\$2.00
Tower of Coireall	G	U	\$2.00
Tracker	G	U	\$1.00
Uncle Istvan	Bk	U	\$2.00
Wand of Ith	A	U	\$3.00
War Barge	A	U	\$5.00
Whippoorwill	G	U	\$3.00
Witch Hunter	W	U	\$3.00
Worms of the Earth	Bk	U	\$5.00
Wormwood Treefolk	G	U	\$5.00

FALLEN EMPIRES CARD LIST

Booster Pack	\$1.00
Booster Box	\$46.95
Complete Set	\$59.95
Commons Not Listed	\$5.00 ea

Card Title	Color	Rarity	Price
Aeolipile	A	U	\$4.00
Balm of Restoration	A	U	\$2.00
Bottomless Vault	L	U	\$5.00
Breeding Pit	Bk	U	\$3.00
Conch Horn	A	U	\$2.00
Deep Spawn	Bl	U	\$3.00
Delif's Cube	A	U	\$2.00
Derelot	Bk	U	\$4.00
Draconian Cylis	A	U	\$2.00
Dwarven Armorer	R	U	\$2.00
Dwarven Catapult	R	U	\$1.00
Dwarven Flood	L	U	\$5.00
Dwarven Lieutenant	R	U	\$3.00
Dwarven Ruins	L	U	\$2.00
Ebon Praetor	Bk	U	\$3.00
Ebon Stronghold	L	U	\$2.00
Elven Lyre	A	U	\$2.00
Elvish Farmer	G	U	\$4.00
Farel's Mantle	W	U	\$3.00
Farelite Priest	W	U	\$3.00
Feral Thallid	G	U	\$3.00
Fungal Bloom	G	U	\$4.00
Goblin Flotilla	R	U	\$3.00
Goblin Kites	R	U	\$3.00
Goblin Warrens	R	U	\$5.00
Hand of Justice	W	U	\$5.00
Havenwood Battleground	L	U	\$5.00
Heroism	W	U	\$3.00
Hollow Trees	N	U	\$5.00
Homarid Shaman	Bl	U	\$1.00
Homarid Spawning Bed	Bl	U	\$3.00
Icatian Lieutenant	W	U	\$3.00
Icatian Phalanx	W	U	\$3.00
Icatian Priest	W	U	\$3.00
Icatian Skirmishes	W	U	\$3.00
Icatian Store	L	U	\$5.00
Icatian Town	W	U	\$3.00
Implements of Sacrifice	A	U	\$2.00
Orchid Captain	R	U	\$3.00
Orgg	R	U	\$3.00
Raiding Party	R	U	\$3.00
Rainbow Vale	L	U	\$4.00
Ring of Renewal	A	U	\$2.00
River Merfolk	Bl	U	\$2.00
Ruins of Trokair	L	U	\$2.00
Sand Silos	L	U	\$5.00
Seasinger	Bl	U	\$3.00
Soul Exchange	Bk	U	\$3.00
Spirit Shield	A	U	\$3.00
Spoil Flower	G	U	\$3.00
Syvelunite Priest	Bl	U	\$3.00
Syvelunite Temple	L	U	\$2.00
Thallid Devourer	G	U	\$3.00
Thelon's Chant	G	U	\$3.00
Thelon's Curse	G	U	\$3.00
Thelonite Druid	G	U	\$3.00
Thelonite Monk	G	U	\$3.00
Thrull Champion	Bk	U	\$4.00
Thrull Retainer	Bk	U	\$3.00
Thrull Wizard	Bk	U	\$3.00
Tidal Influence	Bl	U	\$3.00
Tourach's Chant	Bk	U	\$3.00

FALLEN EMPIRE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Tourach's Gate	Bk	U	\$2.00
Vodalian Knights	Bl	U	\$3.00
Vodalian War Machine	Bl	U	\$3.00
Zelyon Sword	A	U	\$2.00

CHRONICLES CARD LIST

Booster Pack	\$2.45
Booster Box	\$74.95
Complete Set	\$79.95
Commons not listed	\$5.00 ea

Card Title	Color	Rarity	Price
Abu Ja'far	W	U	\$3.00
Akron Legionnaire	W	U	\$2.00
Aladdin	R	U	\$1.00
Angelic Voices	W	U	\$5.00
Arcades Sabbath	M	U	\$5.00
Arena of the Ancients	A	U	\$2.00
Axelrod Gunnarson	M	U	\$3.00
Ayesha Tanaka	M	U	\$3.00
Azure Drake	Bl	U	\$3.00
Banshee	Bk	U	\$1.00
Barf's Cage	A	U	\$1.00
Beasts of Bogardan	R	U	\$3.00
Blood Moon	R	U	\$3.00
Blood of the Martyr	W	U	\$3.00
Book of Rass	A	U	\$1.00
Bronze Horse	A	U	\$1.00
Chromium	M	U	\$5.00
City of Brass	L	U	\$8.00
Cocoon	G	U	\$3.00
Concordant Crossroads	G	U	\$3.00
Craw Giant	G	U	\$3.00
Cyclone	G	U	\$2.00
Dakkon Blackblade	M	U	\$4.00
Dance of Many	Bl	U	\$2.00
Enchantment Alteration	Bl	U	\$3.00
Erhnam Djinn	G	U	\$5.00
Fallen Angel	Bk	U	\$3.00
Felon's Cane	A	U	\$3.00
Fire Drake	R	U	\$3.00
Gabriel Angelfire	M	U	\$2.00
Gauntlets of Chaos	A	U	\$3.00
Goblin Artisans	R	U	\$3.00
Hell's Caretaker	Bk	U	\$7.00
Horn of Deafening	A	U	\$2.00
Ivory Guardians	W	U	\$3.00
Jalium Tome	A	U	\$3.00
Jeweled Bird	A	U	\$1.00
Johann	M	U	\$3.00
Juxtapose	Bl	U	\$3.00
Kei Takahashi	M	U	\$1.00
Land's Edge	R	U	\$4.00
Marhault Elsdragon	M	U	\$1.00
Nebuchadnezzar	M	U	\$4.00
Nicol Bolas	M	U	\$5.00
Obelisk of Undoing	A	U	\$3.00
Palladia-Mors	M	U	\$5.00
Petra Sphinx	W	U	\$2.00
Primordial Ooze	R	U	\$3.00
Puppet Master	Bl	U	\$1.00
Rabid Wombat	G	U	\$1.00
Rakalite	A	U	\$1.00
Recall	Bl	U	\$2.00
Revelation	G	U	\$2.00
Rubina Soulsinger	M	U	\$3.00
Safe Haven	L	U	\$2.00
Sentinel	A	U	\$3.00
Serpent Generator	A	U	\$4.00
Shield Wall	W	U	\$3.00
Shimian Night Stalker	Bk	U	\$1.00
Spirits Scram	M	U	\$1.00
Sol'kanar the Swamp King	M	U	\$1.00
Stang	M	U	\$3.00
Storm Seeker	G	U	\$2.00
Takklemmagott	Bk	U	\$3.00
Teleport	Bl	U	\$3.00
Fallen, The	Bk	U	\$3.00
Wretched, The	Bk	U	\$6.00
Tobias Andron	M	C	\$1.00
Tor Wauki	M	C	\$1.00
Triassic Egg	A	U	\$2.00
Urza's Mine	L	C	\$1.00
Urza's Mine	L	C	\$1.00
Urza's Mine	L	C	\$1.00
Urza's Mine	L	C	\$1.00
Urza's Power Plant	L	C	\$1.00
Urza's Power Plant	L	C	\$1.00
Urza's Power Plant	L	C	\$1.00
Urza's Power Plant	L	C	\$1.00
Urza's Tower	L	C	\$1.00
Urza's Tower	L	C	\$1.00
Urza's Tower	L	C	\$1.00
Urza's Tower	L	C	\$1.00
Vaevietis Asmadi	M	U	\$5.00
Voodoo Doll	A	U	\$2.00
Wall of Opposition	R	U	\$3.00
Wall of Wonder	Bl	U	\$3.00
Witch Hunter	W	U	\$3.00
Xira Ariën	M	U	\$3.00
Yawmoth Demon	Bk	U	\$3.00

PROMOTIONAL CARDS

Card Title	Color	Rarity	Price
Arena	L	U	\$4.00
Adark Badger	G	U	\$9.00
Mana Crypt	R	U	\$9.00
Nalathi Dragon	R	U	\$6.00
Sewers of Estark	Bk	U	\$1.00
Windseeker Centaur	R	U	\$6.00

ICE AGE CARD LIST

Starter Deck	\$8.95
Starter Box	\$57.95
Booster Pack	\$2.95
Booster Box	\$59.95
Complete Set	\$129.00
Commons Not Listed	\$5.00 ea

Card Title	Color	Rarity	Price
Abyssal Specter	Bk	U	\$1.00
Adark Sentinel	L	U	\$1.00
Adark Wastes	A	U	\$7.00
Aegis of the Meek	A	U	\$2.00
Aggression	R	U	\$1.00
Altar of Bone	M	U	\$2.00
Amulet of Quoz	A	U	\$2.00
Anarchy	R	U	\$1.00
Arum's Sleigh	A	U	\$1.00
Arum's Weathervane	A	U	\$1.00
Arum's Whistle	A	U	\$1.00
Ashen Ghoul	Bk	U	\$1.00
Avalanche	R	U	\$1.00
Baldavian Conjurer	Bl	U	\$1.00
Baldavian Hydra	R	U	\$3.00
Baton of Morale	A	U	\$1.00
Battle Cry	W	U	\$1.00
Binding Grass	Bl	U	\$1.00
Black Scarab	W	U	\$1.00
Blinking Spirit	W	U	\$6.00
Blizzard	G	U	\$3.00
Blue Scarab	W	U	\$1.00
Bread of Ill Omen	R	U	\$2.00
Brand of Dreams	Bl	U	\$1.00
Brushland	L	U	\$7.00
Call to Arms	R	U	\$2.00
Caribou Range	W	U	\$4.00
Celestial Sword	A	U	\$3.00
Centaur Archer	M	U	\$1.00
Chaos Lord	R	U	\$3.00
Chaos Moon	R	U	\$3.00
Chromatic Armor	M	U	\$3.00
Cold Snap	W	U	\$1.00
Conquer	R	U	\$1.00
Crown of the Ages	A	U	\$4.00
Curse of Marit Lage	R	U	\$3.00
Dance of the Dead	Bk	U	\$1.00
Deflection	Bl	U	\$6.00
Demonic Consultation	Bk	U	\$1.00
Despot Scepter	A	U	\$1.00
Diabolic Vision	M	U	\$3.00
Dread Wight	Bk	U	\$3.00
Dreams of the Dead	Bl	U	\$1.00
Drift of the Dead	Bk	U	\$1.00
Drought	W	U	\$1.00
Dwarven Armory	R	U	\$2.00
Earthlink	M	U	\$2.00
Elder Druid	G	U	\$3.00
Elemental Augury	M	U	\$3.00
Elkin Bottle	A	U	\$3.00
Enduring Renewal	W	U	\$4.00
Energy Storm	W	U	\$3.00
Essence Vortex	M	U	\$1.00
Fanatical Fever	G	U	\$1.00
Fiery Justice	M	U	\$2.00
Fire Covenant	M	U	\$1.00
Flame Spirit	R	U	\$1.00
Flooded Woodlands	M	U	\$3.00
Flow of Maggots	Bk	U	\$2.00
Forbidden Lore	G	U	\$3.00
Force Void	Bl	U	\$1.00
Forgotten Lore	G	U	\$1.00
Formation	W	U	\$3.00
Freyalise Supplicant	G	U	\$1.00
Freyalise's Charm	G	U	\$1.00
Freyalise's Winds	G	U	\$2.00
Fumeroles	M	U	\$1.00
Fyndhorn Bow	A	U	\$1.00
Fyndhorn Elder	G	U	\$1.00
Fyndhorn Pollen	G	U	\$2.00
Game of Chaos	R	U	\$2.00
General Jarkeld	W	U	\$3.00
Ghastly Flame	M	U	\$3.00
Giant Trap Door Spider	M	U	\$1.00
Glacial Caves	L	U	\$1.00
Glacial Crevasse	R	U	\$2.00
Glacial Wall	Bl	U	\$1.00
Glaciers	A	U	\$2.00
Goblin Lyre	A	U	\$3.00
Goblin Mutant	R	U	\$1.00
Goblin Snowman	R	U	\$1.00
Gravebind	Bk	U	\$3.00
Green Scarab	W	U	\$1.00
Hallowed Ground	W	U	\$1.00
Halls of Mist	L	U	\$2.00
Hecatonb	Bk	U	\$3.00
Hermatite Talisman	A	U	\$1.00
Hipporion	W	U	\$1.00
Hot Springs	G	U	\$3.00
Hurricane	G	U	\$1.00
Hyalopterous Lemure	Bk	U	\$1.00
Hymn of Rebirth	M	U	\$1.00
Ice Cauldron	A	U	\$3.00
Ice Floe	L	U	\$1.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Iceberg	Bl	U	\$1.00
Icequake	Bk	U	\$2.00
Ice Manipulator	A	U	\$6.00
Icy Prison	Bl	U	\$3.00
Illusionary Presence	Bl	U	\$2.00
Illusionary Terrain	Bl	U	\$1.00
Illusions of Grandeur	Bl	U	\$3.00
Infernal Darkness	Bk	U	\$2.00
Infernal Denizen	Bk	U	\$2.00
Infinite Hourglass	A	U	\$4.00
Jester's Cap	A	U	\$15.00
Jester's Mask	A	U	\$5.00
Jeweled Amulet	A	U	\$1.00
Johtull Worm	G	U	\$1.00
Jokulhaups	R	U	\$8.00
Justice	W	U	\$1.00
Karpusan Forest	L	U	\$7.00
Karpusan Giant	R	U	\$1.00
Karpusan Yeti	R	U	\$3.00
Kjeldoran Elite Guard	W	U	\$1.00
Kjeldoran Frostbeast	M	U	\$1.00
Kjeldoran Knight	W	U	\$4.00
Kjeldoran Phalanx	W	U	\$2.00
Kjeldoran Royal Guard	W	U	\$5.00
Kjeldoran Skycaptain	W	U	\$2.00
Knight of Stromgald	Bk	U	\$3.50
Krovikan Elemental	Bk	U	\$1.00
Krovikan Vampire	Bk	U	\$2.00
Land Cap	L	U	\$3.00
Lapis Lazuli Talisman	L	U	\$1.00
Lava Tubes	L	U	\$3.00
Leshrac's Rite	Bk	U	\$1.00
Leshrac's Sigil	Bk	U	\$1.00
Lhurpurg	G	U	\$8.00
Lightning Bolt	W	U	\$3.00
Lim-Dol's Hex	Bk	U	\$1.00
Lost Order of Jarkeld	W	U	\$3.00
Lure	G	U	\$1.00
Maddening Wind	G	U	\$1.00
Magus of the Unseen	Bl	U	\$2.00
Malachite Talisman	A	U	\$1.00
Marton Stromgald	R	U	\$4.00
Melee	R	U	\$1.00
Melting	R	U	\$1.00
Mercenaries	W	U	\$2.00
Merieke Ri Berit	M	U	\$2.00
Mesmeric Trance	Bl	U	\$2.00
Mind Warp	Bk	U	\$1.00
Mind Whip	Bk	U	\$2.00
Minion of Leshrac	Bk	U	\$4.00
Minion of Tevess Szat	Bk	U	\$2.00
Mole Worms	Bk	U	\$1.00
Monsoon	M	U	\$3.00
Mountain Titan	M	U	\$2.00
Mudslide	R	U	\$2.00
Musican	Bl	U	\$3.00
Mystic Might	Bl	U	\$3.00
Nacire Talisman	A	U	\$1.00
Naked Singularity	A	U	\$4.00
Nature's Lore	G	U	\$1.00
Necropotence	Bk	U	\$8.00
Oath of Lim-Dol	Bk	U	\$3.00
Onyx Talisman	A	U	\$1.00
Orchish Cannoneers	R	U	\$1.00
Orchish Healer	R	U	\$1.00
Orchish Librarian	R	U	\$3.00
Orchish Squatters	R	U	\$4.00
Order of the Sacred Torch	W	U	\$4.00
Order of the White Shield	W	U	\$2.00
Pale Bears	G	U	\$3.00
Pentagram of the Ages	A	U	\$4.00
Pentagramal Mount	Bl	U	\$2.00
Pit Trap	A	U	\$1.00
Polar Kraken	Bl	U	\$5.00
Pox	Bk	U	\$4.00
Pygmy Allosaurus	G	U	\$3.00
Pyroblast	R	U	\$1.00
Pyroclasm	R	U	\$2.00
Reality Twist	Bl	U	\$3.00
Reclamation	M	U	\$4.00
Red Scarab	W	U	\$1.00
Ritual of Subdual	G	U	\$2.00
River Delta	L	U	\$3.00
Ruined Arch	L	U	\$2.00
Sacred Boon	W	U	\$1.00
Sea Spirit	Bl	U	\$1.00
Seraph	W	U	\$6.00
Shield of the Ages	A	U	\$1.00
Shyft	Bl	U	\$3.00
Sibilant Spirit	Bl	U	\$4.00
Silver Erne	Bl	U	\$1.00
Skeleton Ship	M	U	\$4.00
Skull Catapult	A	U	\$1.00
Sleight of Mind	Bl	U	\$2.00
Snow Fortress	A	U	\$3.00
Snow Hound	W	U	\$1.00
Snowblind	R	U	\$3.00
Soldevi Golem	A	U	\$3.00
Soldevi Machinist	Bl	U	\$1.00
Soldevi Simulacrum	A	U	\$1.00
Soul Barrier	Bl	U	\$1.00
Spectral Shield	M	U	\$1.00
Spoils of Evil	Bk	U	\$3.00
Spoils of War	Bk	U	\$2.00
Staff of the Ages	A	U	\$3.00
Stampede	G	U	\$5.00
Stench of Evil	U	U	\$1.00
Stone Spirit	R	U	\$5.00
Storm Spirit	M	U	\$6.00
Stormbind	M	U	\$5.00
Stromgald Cabal	Bk	U	\$4.00
Stunted Growth	G	U	\$4.00
Sulfurous Springs	L	U	\$7.00
Sunstone	A	U	\$1.00
Swords to Plowshares	W	U	\$2.00
Thermokarst	G	U	\$2.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Thoughtleech	G	U	\$1.00
Thunder Wall	Bl	U	\$1.00
Timberline Ridge	L	U	\$3.00
Time Bomb	A	U	\$4.00
Total War	R	U	\$3.00
Touch of Vitae	G	U	\$1.00
Trailblazer	G	U	\$2.00
Underground River	L	U	\$7.00
Updraft	Bl	U	\$1.00
Urza's Bauble	A	U	\$1.00
Veldt	L	U	\$3.00
Venomous Breath	G	U	\$1.00
Vertigo	R	U	\$1.00
Vexing Arcanix	A	U	\$5.00
Vibrating Sphere	A	U	\$3.00
Walking Wall	A	U	\$1.00
Wall of Lava	R	U	\$1.00
Wall of Pine Needles	G	U	\$1.00
Wall of Shields	A	U	\$1.00
War Chariot	A	U	\$1.00
Whalebone Glider	M	U	\$1.00
White Scarab	W	U	\$1.00
Whitout	G	U	\$4.00
Witigo	G	U	\$4.00
Wind Spirit	Bl	U	\$1.00
Wings of Aesthir	M	U	\$1.00
Winter's Chill	Bl	U	\$2.00
Withering Wisps	Bk	U	\$1.00
Word of Blasting	R	U	\$1.00
Wrath of Marit Lage	Bl	U	\$3.00
Yavimaya Gnats	G	U	\$1.00
Zur's Weiriding	Bl	U	\$5.00
Zuran Orb	A	U	\$3.00

HOMELANDS CARD LIST

Booster Pack	\$1.00
Booster Box	\$49.95
Complete Set	\$69.00
Commons not listed	\$5.00 ea

Card Title	Color	Rarity	Price
Abbey Gargoyles	W	U	\$3.00
Aether Storm	Bl	U	\$1.00
An-Havva Constable	G	U	\$3.00
An-Havva Inn	G	U	\$3.00
An-Havva Township	L	U	\$3.00
An-Zerrin Ruins	R	U	\$2.00
Anaba Ancestor	R	U	\$2.00
Anaba Spirit Crafter	R	U	\$2.00
Apocalypse Chime	A	U	\$2.00
Autumn Willow	G	U	\$7.00
Aysen Abbey	L	U	\$3.00
Aysen Crusader	W	U	\$2.00
Aysen Highway	W	U	\$2.00
Baki's Curse	Bl	U	\$2.00
Baron Sengir	R	U	\$4.00
Beast Walkers	W	U	\$2.00
Black Carriage	Bk	U	\$3.00
Broken Visage	Bk	U	\$4.00
Castle Sengir	L	U	\$3.00
Chain Stasis	Bl	U	\$2.00
Daughter of Autumn	G	U	\$3.00
Death Speakers	W	U	\$3.00
Didergodo	A	U	\$5.00
Dredge Spell	Bk	U	\$3.00
Dwarven Pony	R	U	\$2.00
Dwarven Sea Clan	R	U	\$2.00
Eron the Relentless	R	U	\$2.00
Evaporate	R	U	\$3.00
Faerie Noble	G	U	\$4.00
Ferroz's Ban	A	U	\$2.00
Forget	Bl	U	\$2.00
Ghost Hounds	Bk	U	\$3.00
Giant Oyster	Bl	U	\$3.00
Grandmother Sengir	Bk	U	\$7.00
Hazdub the Abbot	W	U	\$2.00
Heart Wolf	R	U	\$3.00
Ihsan's Shade	Bk	U	\$2.50
Irrin Sengir	Bk	U	\$3.00
Ironclaw Curse	R	U	\$2.00
Joven's Tools	A	U	\$3.00
Koskun Fools	Bk	U	\$2.00
Koskun Keep	L	U	\$3.00
Leeches	W	U	\$2.00
Mammoth Harness	G	U	\$3.00
Marjhan	Bl	U	\$3.00
Mystic Decree	Bl	U	\$3.00
Narwhal	Bl	U	\$3.00
Orchish Mine	R	U	\$2.00
Primal Order	A	U	\$8.00
Rasika the Slayer	W	U	\$3.00
Retribution	R	U	\$3.00
Reveka, Wizard Savant	Bl	U	\$3.00
Root Spider	G	U	\$3.00
Roots	G	U	\$3.00
Rysorian Badger	G	U	\$3.00
Sea Sprite	Bl	U	\$3.00
Sea Troll	Bl	U	\$3.00
Sengir Autocrat	W	U	\$5.00
Serra Aviary	W	U	\$3.00
Serra Inquisitors	W	U	\$3.00
Serrated Arrows	C	U	\$2.00
Soraya the Falconer	W	U	\$3.00
Spectral Bears	G	U	\$3.00
Timmerian Fiends	Bk	U	\$2.00
Truce	W	U	\$2.00
Veldrane of Sengir	Bk	U	\$4.00
Wall of Kelp	Bl	U	\$2.00
Willow Priestess	G	U	\$3.00
Winter Sky	R	U	\$2.00
Wizards' School	L	U	\$3.00

ALLIANCES CARD LIST

Booster Pack	\$3.50
Booster Box	\$134.95
Complete Set	\$119.00
Commons Not Listed	\$5.00 ea



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MIRAGE CARD LIST

Starter Deck	\$8.95
Starter Box	Call
Booster Pack	\$2.95
Booster Box	Call
Complete Set	\$169.95
Commons not listed	\$.50 ea

Card Title	Color	Rarity	Price
Abyssal Hunter	Bk	R	\$4.00
Acidic Dagger	A	R	\$2.00
Afiya Grove	G	R	\$2.00
Afterlife	W	U	\$1.00
Alcatraz	A	R	\$1.00
Amber Prison	A	R	\$4.00
Amulet of Unmaking	A	R	\$2.00
Ancestral Memories	Bl	R	\$4.00
Ashen Powder	Bk	R	\$3.00
Asmira, Holy Avenger	M	R	\$4.00
Auspicious Ancestor	W	R	\$2.00
Bad River	L	U	\$1.00
Barbed Foliage	G	U	\$1.00
Barbed-Back Wurm	Bk	U	\$1.00
Barreling Attack	R	R	\$2.00
Basalt Golem	A	U	\$1.00
Bazaar of Wonders	Bl	R	\$6.00
Benthic Djinn	M	R	\$3.00
Blighted Shaman	Bk	U	\$1.00
Blind Fury	R	U	\$1.00
Blinding Light	W	U	\$1.00
Bone Mask	A	R	\$3.00
Brushwagg	G	R	\$4.00
Burning Palm Efreit	R	U	\$1.00
Cadaverous Bloom	M	R	\$8.00
Canopy Dragon	G	R	\$8.00
Carion	Bk	R	\$3.00
Catacomb Dragon	Bk	R	\$8.00
Celestial Dawn	W	R	\$8.00
Cerulean Wyvern	Bl	U	\$1.00
Chaosphere	R	R	\$6.00
Charcoal Diamond	A	U	\$2.00
Chariot of the Sun	A	U	\$1.00
Cinder Cloud	R	U	\$1.00
Circle of Despair	M	R	\$4.00
Consuming Ferocity	R	U	\$1.00
Corral Fighters	Bl	U	\$1.00
Crimson Hellkite	R	R	\$12.00
Crimson Roc	R	U	\$2.00
Crypt Cobra	Bk	U	\$1.00
Crystal Golem	A	U	\$1.00
Crystal Vein	L	U	\$1.00
Cursed Totem	A	R	\$5.00
Cycle of Life	G	R	\$2.00
Daring Apprentice	Bl	R	\$4.00
Decomposition	G	U	\$1.00
Delirium	M	U	\$1.00
Discordant Spirit	M	U	\$1.00
Dissipate	Bl	U	\$3.00
Divine Retribution	W	R	\$3.00
Dread Specter	Bk	U	\$1.00
Dwarven Miner	R	U	\$1.00
Early Harvest	G	R	\$3.00
Elixir of Vitality	A	U	\$1.00
Emberwild Caliph	M	R	\$3.00
Emberwild Djinn	R	R	\$4.00
Energy Bolt	M	R	\$6.00
Energy Vortex	Bl	R	\$2.00
Enlightened Tutor	W	U	\$4.00
Ersatz Gnomes	A	U	\$1.00
Ether Well	Bl	U	\$1.00
Ethereal Champion	W	R	\$2.00
Fallow Earth	G	U	\$1.00
Favorable Destiny	W	U	\$1.00
Femeref Archers	G	U	\$2.50
Final Fortune	R	R	\$9.00
Fire Diamond	A	U	\$2.00
Flame Elemental	R	U	\$1.00
Flash	Bl	R	\$3.00
Flood Plain	L	U	\$1.00
Floodgate	Bl	U	\$1.00
Foratog	G	U	\$2.00
Forbidden Crypt	Bk	R	\$2.00
Forsaken Wastes	Bk	R	\$5.00
Frenetic Efreit	M	R	\$6.00
Goblin Scouts	R	U	\$2.00
Goblin Soothsayer	R	U	\$1.00
Grasslands	L	U	\$1.00
Grim Feast	M	R	\$3.00
Grinning Totem	A	R	\$12.00
Hakim, Loreweaver	Bl	R	\$3.00
Hall of Gemstone	G	R	\$5.00
Hammer of Bogardan	R	R	\$19.00
Harbinger of Night	Bk	R	\$3.00
Harbor Guardian	M	U	\$2.00
Harmattan Efreit	Bl	U	\$1.00
Haunting Apparition	M	U	\$1.00
Hazerider Drake	M	U	\$1.00
Hivis of the Scale	R	R	\$4.00
Horrible Hordes	A	U	\$1.00
Igneous Golem	A	U	\$1.00
Illicit Auction	R	R	\$5.00
Illumination	W	U	\$1.00
Infernal Contract	Bk	R	\$2.00

MIRAGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Iron Tusk Elephant	W	U	\$1.00
Jabari's Influence	W	R	\$3.00
Jungle Patrol	G	R	\$5.00
Jungle Troll	M	U	\$1.00
Kaervek's Hex	Bk	U	\$1.00
Kaervek's Purge	M	U	\$1.00
Karoo Meerkat	G	U	\$1.00
Kukemssa Pirates	Bl	R	\$2.00
Lead Golem	A	U	\$1.00
Leering Gargoyle	M	R	\$3.00
Lion's Eye Diamond	A	R	\$6.00
Locust Swarm	G	U	\$1.00
Lure of Prey	G	R	\$3.00
Malignant Growth	M	R	\$3.00
Mana Prism	A	U	\$1.00
Mangara's Blessing	W	U	\$1.00
Mangara's Equity	W	U	\$1.00
Mangara's Tome	A	R	\$4.00
Marble Diamond	A	U	\$2.00
Maro	G	R	\$9.00
Meddle	Bl	U	\$2.00
Melesse Spirit	W	U	\$2.00
Mind Bend	Bl	U	\$1.00
Mind Harness	Bl	U	\$1.00
Mindbender Spores	G	R	\$3.00
Mire Shade	Bk	U	\$1.00
Misery's Cage	A	R	\$4.00
Mist Dragon	Bl	R	\$7.00
Moss Diamond	A	U	\$2.00
Mountain Valley	L	U	\$2.00
Mtenda Griffin	W	U	\$2.00
Mystical Tutor	Bl	U	\$3.00
Natural Balance	G	R	\$6.00
Nettletooth Djinn	G	U	\$2.00
Nocturnal Raid	Bk	U	\$1.00
Null Chamber	W	R	\$4.00
Painful Memories	Bk	U	\$1.00
Patagia Golem	A	U	\$1.00
Paupers' Cage	A	R	\$2.00
Pearl Dragon	W	R	\$8.00
Phyrexian Dreadnought	A	R	\$8.00
Phyrexian Purge	M	R	\$3.00
Phyrexian Tribute	Bk	R	\$2.00
Phyrexian Vault	A	U	\$1.00
Political Trickery	Bl	R	\$6.00
Polymorph	Bl	R	\$4.00
Preferred Selection	G	R	\$5.00
Prismatic Beam	M	U	\$1.00
Prismatic Lace	Bl	R	\$2.00
Psychic Transfer	Bl	R	\$2.00
Purgatory	M	R	\$2.00
Purraj of Urborg	Bk	R	\$4.00
Radiant Essence	M	U	\$1.00
Rashida Scalebane	W	R	\$3.00
Ravenous Vampire	Bk	U	\$1.00
Reckless Embergaze	R	R	\$4.00
Reflect Damage	M	R	\$3.00
Reign of Chaos	R	U	\$1.00
Reign of Terror	Bk	U	\$1.00
Reparations	M	R	\$4.00
Rock Basilisk	L	R	\$3.00
Rocky Tar Pit	M	U	\$2.00
Roots of Life	G	U	\$2.00
Sacred Mesa	W	R	\$6.00
Sand Golem	A	U	\$1.00
Savage Twister	A	U	\$1.00
Sawback Manticore	M	U	\$1.00
Sealed Fate	M	R	\$3.00
Seeds of Innocence	G	R	\$4.00
Shadowbane	W	U	\$1.00
Shallow Grave	Bk	R	\$6.00
Shanku's Minion	M	U	\$1.00
Shanku, Endbringer	Bk	R	\$5.00
Shimmer	Bl	R	\$7.00
Sidar Jabari	W	R	\$3.00
Sirocco	R	U	\$1.00
Sky Diamond	A	U	\$2.00
Soul Echo	W	R	\$3.00
Soul Rend	Bk	U	\$1.00
Spatial Binding	M	U	\$1.00
Spectral Guardian	W	R	\$2.00
Spirit of the Night	Bk	R	\$9.00
Stupor	Bk	U	\$2.00
Subterranean Spirit	R	R	\$5.00
Sunweb	W	R	\$5.00
Superior Numbers	G	U	\$1.00
Suq'Ata Firewalker	Bl	U	\$1.00
Tainted Specter	Bk	R	\$4.00
Taniwha	Bl	R	\$8.00
Teeka's Dragon	A	R	\$9.00
Teferi's Imp	Bl	R	\$4.00
Teferi's Isle	L	R	\$4.00
Telim'Tor	R	R	\$2.00
Telim'Tor's Darts	A	U	\$1.00
Telim'Tor's Edict	R	R	\$2.00
Tidal Wave	Bl	U	\$1.00
Tombstone Stairwell	Bk	R	\$7.00
Torrent of Lava	R	R	\$3.00
Tropical Storm	G	U	\$1.00
Uktabi Wildcats	G	R	\$6.00

MIRAGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Unerring Sling	A	U	\$1.00
Unfulfilled Desires	M	R	\$9.00
Unseen Walker	G	U	\$1.00
Unyaro Bee Sting	G	U	\$2.00
Unyaro Griffin	W	U	\$2.00
Vaporous Djinn	Bl	U	\$1.00
Ventifact Bottle	A	R	\$4.00
Vigilant Martyr	W	U	\$1.00
Vitalizing Cascade	M	U	\$1.00
Volcanic Dragon	R	R	\$9.00
Volcanic Geyser	R	U	\$2.00
Waiting in the Weeds	G	R	\$4.00
Warping Wurm	M	R	\$3.00
Wave Elemental	Bl	U	\$1.00
Wellspring	M	R	\$3.00
Wildfire Emissary	R	U	\$4.00
Windreaper Falcon	M	U	\$1.00
Withering Boon	Bk	U	\$2.00
Worldly Tutor	G	U	\$3.00
Yare	W	R	\$3.00
Zebra Unicorn	M	U	\$1.00
Zhalirin Commander	W	U	\$1.00
Zirilan of the Claw	R	R	\$7.00
Zombie Mob	Bk	U	\$1.00
Zuberi, Golden Feather	W	R	\$5.00

SALE 30% OFF

VISIONS CARD LIST

Booster Pack	\$2.95
Booster Box	Call
Complete Set	\$119.00
Commons Not Listed	\$.50 ea

Card Title	Color	Rarity	Price
Aku Djinn	Bk	R	\$8.00
Anvil of Bogardan	A	R	\$4.00
Archangel	W	R	\$7.00
Army Ants	M	U	\$2.00
Blanket of Night	Bk	U	\$1.00
Bogardan Phoenix	R	R	\$6.00
Brass-Talon Chimera	A	U	\$1.00
Breathstealer's Crypt	M	R	\$3.00
Brood of Cockroaches	Bk	U	\$1.00
Chronatog	Bl	R	\$10.00
City of Solitude	G	R	\$11.00
Corral Atoll	L	U	\$1.00
Corrosion	M	R	\$3.00
Creeping Mold	G	U	\$2.00
Daraja Griffin	W	U	\$1.00
Desertion	Bl	R	\$8.00
Desolation	Bk	U	\$1.00
Diamond Kaleidoscope	A	R	\$4.00
Dormant Volcano	L	U	\$1.00
Dragon Mask	A	U	\$1.00
Dream Tides	Bl	U	\$1.00
Elephant Grass	G	U	\$1.00
Elkin Lair	R	R	\$4.00
Equipoise	W	R	\$6.00
Everglades	L	U	\$1.00
Eye of Singularity	W	R	\$3.00
Femeref Enchantress	M	R	\$4.00
Firestorm Hellkite	M	R	\$9.00
Flooded Shoreline	Bl	R	\$4.00
Forbidden Ritual	Bk	R	\$4.00
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Shimmering Efreit	Bl	U	\$1.00
Simoon	M	U	\$1.50
Snake Basket	A	R	\$7.00
Spitting Drake	R	U	\$2.50
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Suleiman's Legacy	M	R	\$3.00
Summer Bloom	G	U	\$1.50
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Talruum Piper	R	U	\$1.00
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Teferi's Puzzle Box	A	R	\$6.00
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Tithe	W	R	\$4.00
Triangle of War	A	R	\$3.00
Uktabi Orangutan	G	U	\$1.00
Undiscovered Paradise	L	R	\$13.00
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Vampirisim	Bk	U	\$1.50
Viashino Sandstalker	R	U	\$2.00
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Wand of Denial	A	R	\$6.00
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Wind Shear	G	U	\$1.00
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Aboroth	G	R	\$6.00
Æther Flash	R	U	\$3.00
Agonizing Memories	Bk	U	\$1.00
Alabaster Dragon	W	R	\$8.00
Ancestral Knowledge	Bl	R	\$8.00
Arctic Wolves	G	U	\$15.00
Argivian Find	W	U	\$1.00
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Concerning Electronic Gaming

Does your household play PC games? ☐ Yes ☐ No

If yes, which genres? (check all that apply)

- ☐ Action (Duke Nukem, Quake) ☐ Adventure (Tomb Raider, Riven)
☐ Sports (Madden 98, Links series) ☐ Strategy (Warcraft II, Age of Empires)
☐ RPG (Diablo, Daggerfall) ☐ War (Panzer General II, Close Combat)
☐ Simulation (Mechwarrior Mercenaries, X-Wing vs. Tie Fighter)

Which category is your favorite?

How many PC Games does your household own?

☐ 0 ☐ 1-10 ☐ 11-20 ☐ 21-30 ☐ 31+

How many do you plan to buy in the next 12 months?

☐ 0 ☐ 1-3 ☐ 3-6 ☐ 7-10 ☐ 11-20 ☐ 21+

Do you play video games?

☐ Yes ☐ No

What system does your household own?

☐ N64 ☐ Sony PlayStation ☐ Sega Saturn

Other _____

How many video games does your household own?

☐ 0 ☐ 1-10 ☐ 11-20 ☐ 21-30 ☐ 31+

How many do you plan to buy in the next 12 months?

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Name _____

Address _____

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Phone () _____ Today's date _____

I am: ☐ male ☐ female

☐ under 13 ☐ 13-17 ☐ 18-24 ☐ 25-34 ☐ 35-44 ☐ 45-55 ☐ over 55

My household income (or, if under 18, my family's income) before taxes is:

☐ under \$15,000 ☐ \$15,001-\$25,000 ☐ \$25,001-\$35,000
☐ \$35,001-\$50,000 ☐ \$50,001-\$75,000 ☐ over \$75,000

Which Magic: The Gathering expansion was most current when you started playing?

☐ Tempest, Nov '97 ☐ Alliances, Jun '96 ☐ The Dark, Aug '94
☐ Weatherlight, Jun '97 ☐ Homelands, Oct '95 ☐ Legends, Jun '94
☐ Fifth Edition, Mar '97 ☐ Chronicles, Sep '95 ☐ Antiquities, Mar '94
☐ Visions, Feb '97 ☐ Ice Age, Jun '95 ☐ Arabian Nights, Dec '93
☐ Mirage, Oct '96 ☐ Fallen Empires, Nov '94 ☐ Alpha/Beta, Aug '93

How many Magic cards do you own?

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☐ 1501-3000 ☐ 3001-6000 ☐ 6000+

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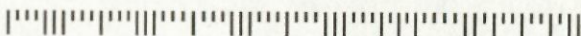
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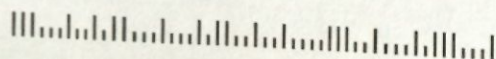
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Inside the Industry

OverPower Online?

Last issue this column reported Fleer/SkyBox's decision to sell its **OverPower** superhero trading card game (see "OverPower: Downshifting"). Though the contracts are not quite signed at this writing, it seems **OverPower**'s new owner may be none other than Fleer's adoptive parent, Marvel Entertainment Group. Marvel Interactive hopes to use an Internet version of the card game to kick off a new online gaming service late next year.

"OverPower would be a good product for [Marvel Interactive] to lead off with," says Marketing Director Dan Buckley. "The art is already there, the audience is there. I think it's a good game; but I think we can expand [OP's audience] through getting online, because we don't have enough retail shops to get a lot of people playing." Buckley continues: "We'd been working on the online angle for six to eight months. Then Fleer wanted to get out of the paper game business." But Fleer/SkyBox owns only the OP trademark and game mechanics, whereas Marvel, DC Comics, and the Image studios control the various OP characters. "Fleer can only license **OverPower**," Buckley explains. "Whoever got it would have to talk to Marvel and the other publishers." In this situation, it made sense to simply transport OP up the chain to the parent company.

"I can say with 95 percent certainty we're going to have a paper version of **OverPower**," says Buckley. "Down the road, I see more participants in the online version, which inevitably helps the paper version. And I also need the paper version, because that's where you get the testing for the online game."

"I'm thrilled for Marvel to get **OverPower**, and I'm thrilled for all the players out there," says Steve Domzalski, longtime OP doyen until his November lay-off from Fleer. "Buckley is a wonderful marketing person, absolutely a genius. He'll do for OP what Fleer/Skybox always should have done—penetrate the mass market to a greater extent."

"Marvel has a very exciting website these days, 16 million hits a month," Domzalski continues. "Marvel has always embraced **OverPower**. They never knew what it was, but they respected its performance. In the later annual reports, they would glance over Fleer's sports products and single out and identify **OverPower**. That's saying a lot for the company's respect for the game."

Buckley hopes Domzalski and other staunch OP support staffers, such as designer Ron Perazza and netrep Kathi Probe, will remain involved with OP, at least on a freelance basis. Marvel is negotiating with an outside company to handle production and distribution of the paper game. One troubling note: At this writing, Marvel has not extricated itself from bankruptcy court and its future remains murky. "It's hard, it's very hard for Fleer and for everyone in the industry," says Buckley. He hopes that "we'll look back on this three months from now and say, 'How did we ever get through that?'"

by Allen Varney

<APVarney@aol.com>

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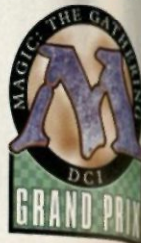
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PRIX

GAME NEWS & UPDATES

Aliens/Predator (HarperPrism, New York City): The game shipped in December, but according to Paul Brown at Precedence (the design studio), at press time HarperPrism had given Precedence "no definite go-ahead" to design the first planned expansion, to be based on the recent *Alien Resurrection* movie. <hprismccg@aol.com>; <www.harperprism.com/ccg>

Babylon 5 (Precedence, Tempe, AZ): The 445-card Premiere Edition of the basic game shipped in mid-December (print run: 20 million cards). Mira Furlan (Delenn) autographed just over 1,000 cards; there is one signed card per three cases of boosters, each in an all-rare "god pack." *The Shadows* (formerly *Shadow War*), a 200-plus card expansion scheduled for April (12-card boosters, \$2.50), will bring in Shadow and Vorlon vessels and "lots of cards that reflect [the Shadows'] flavor of chaos and entropy," says Precedence Designer Paul Brown. Developing an aggressive support program, Precedence has gotten Steve Domzalski, formerly of Fleet/SkyBox, to arrange tournaments and administer the 100-person "Rangers" demo team. Participants in tournaments and demos receive special rare cards. Precedence has set up a toll-free phone line for rules questions and retailer support: (888) B56-4955. <B5Events@aol.com>; <www.eternity.com>

Middle-Earth: The Wizards (Iron Crown Enterprises, Charlottesville, VA): *The Balrog* is a 100-card ME:TW expansion devoted to Moria's demonic resident and the spider Shelob (12-card boosters with two rares, \$3.25). The expansion has slipped to May to make room for April's new line of ten *Challenge Decks* (\$11.95 each). These fixed starters will include a map, rules, play suggestions, and 110 cards drawn from all sets through *The White Hand*. Each

deck will feature a different personality—one of five Wizards or five Ring-wraiths—and three rare cards. According to a press release, "None [of these rares] trade on the common market for over \$10. For example, there are no Nazgûl hazards and no One Ring." ICE plans to hold *Challenge Deck* tournaments.

April will bring another new bottle of old wine: a sturdy, carrier-type display box of 54 boosters from the ME:TW *Unlimited* edition, *The Dragons*, and *Dark Minions*. Not priced at press time, each display box will also include six cards from a new set of 18. Nine of these cards have already appeared in German translation. ICE will also sell the 18-card set directly at a premium price in the manner of Decipher's *Fajó Collection* for *Star Trek*. In spring will come Steve Ahrenberg's second *Sites & Scenarios* map booklet, covering Gondor (\$10).

Expansions planned for September and November will cover elves and dwarves. ICE also plans a new *Lord of the Rings* trading card game, unrelated to ME:TW, described as a "straightforward dueling game for two players." This new game may appear in late 1998; ICE hopes to tie it into a projected LOTR movie.

<ice@ironcrown.com>; <www.ironcrown.com>

Shadowrun (FASA Corporation, Chicago): *Underworld*, a 135-plus card expansion, should appear this month (15-card boosters, \$2.95). Designer Mike Nielsen says four new factions and "real wild Objectives, fun stuff" enhance the game. "The different factions all play drastically differently. Lone Star decks hinder your opponent by arresting runners; arrested runners are returned to their owner's hand and their gear is trashed. Mafia decks have nasty combat abilities and an unnerving ability to make people disappear, but their skills really suck. Yakuza can also make people disappear but are less offensive, more covert; they force you to do [undesirable] things

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with your runners. Gangers are versatile and have strength in numbers. People will be pleasantly surprised with the gang cards." <FASAIInfo@aol.com>; <www.fasa.com>

Star Trek CCG (Decipher, Norfolk, VA): March will bring a *Deep Space 9* two-player introductory set (or, to use Decipher's new term, a "launch system") to be priced around \$25. The actual DS9 260-card expansion, currently planned for midyear, will feature all major characters from the series. In autumn, Decipher plans a still-untitled "Mystery Battle Expansion" focusing on combat. Sold in boosters only, it will draw from *Next Generation*, *DS9*, possibly *Voyager*, and the *First Contact* movie.

<CCGCustomerService@decipher.com>; <www.decipher.com>

Star Wars CCG (Decipher): Currently planned for late spring, *Jabba's Palace* (formerly *Tatooine*), the first of

three 165-card expansions based on *Return of the Jedi* (go, Rancor!), will sell in 9-card boosters (\$2.50). In late summer look forward to the *Special Edition* expansion based on last year's revised versions of the original trilogy. At year's end expect *Endor*.

Fifty-two players competed in the World Championships at Norfolk's Marriott Riverside hotel, December 6-7. In the "Decipher Swiss" format, competitors in each two-game round played one game as the Light player, the other as Dark. Of 208 games played on the first day, the Light side won 107, Dark 101. On the following day, Dark won more often and took both games of the final. There Phillipp Jacobs of Dortmund, Germany, a 24-year-old chemistry student, defeated runner-up Michael Riboulet (Bristol, England), 23.

<CCGCustomerService@decipher.com>; <www.decipher.com>

electronic game news

MicroProse, publisher of the *Magic: The Gathering* PC game, is making *Magic* available for online play through the Total Entertainment Network <www.ten.com>, using either TEN's own connect software or MicroProse's ManaLink enhancement (available free at <www.microprose.com>). TEN will offer online *Magic* play free of its usual hourly connect charges.

Having trouble finding cards or opponents for Daedalus Entertainment's *Shadowfist*? An Internet version is coming from Adventure On-line Gaming, along with online versions of the *Feng Shui* RPG, *Wiz-War* board game, *Fields of Honor* miniatures game, and, oh yeah, spades and solitaire. The ambitious service will be supervised by ace designer Greg Gorden (*Killer Instinct*, *TORG*, *Earthdawn*). Check it out at <www.gameworld.com>.

In November Red Storm Entertainment, owned by bestselling techno-thriller

writer Tom Clancy, released *Politika* simultaneously as a paperback book, a multiplayer strategic board game, and an online eight-player game <politika.powerplays.com>. All three concern different factions (Army, Mafia, KGB) struggling for control of a post-Yeltsin Russia. Pre-orders for the book were 1.8 million.

If you thought professional *Magic* play was developing fast, look at the Professional Gamers' League, the first professional sports league for computer gamers. Its first three-month season, with \$250,000 in prizes, just concluded. Big-time sponsors include U.S. Robotics, Creative Labs, and Levi Strauss. The league commissioner is Atari founder Nolan Bushnell, creator of *Pong*.

<www.gamespot.com>

Did you get a U.S. Robotics Palm Pilot PDA for Christmas? Get DicePro, a free dice-rolling utility for the Pilot, at <www.geocities.com/TimesSquare/Realm/9565>.

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Balance and Confrontation in Cloud City

Up, Up, and Away
(In My Tibanna Gas Balloon) > by Cory Herndon

The Star Wars TCG reaches the bittersweet conclusion of *The Empire Strikes Back* with its fourth full expansion, *Cloud City*. The Rebel fugitives find brief refuge here as Lando Calrissian joins the good guys—or does he? Boba Fett and the other bounty hunters pursue and capture their quarry for Force retrieval payouts; cloud sectors provide tempting locations for Force drains; Vader and son meet for an Epic Duel in the clouds; Han and Leia grow in power and ability; and gamblers like Calrissian roll the dice and take their chances....

Star Wars CCG: Cloud City

Decipher Inc.
Norfolk, VA

FORMAT

180-card expansion set; 9 cards per booster pack. For two or more players; playing time 30-60 minutes.

DESIGNER

Decipher Design Team

ART DIRECTION

Decipher Art Team

CONTACT

Decipher
235 Granby Street
Norfolk, VA 23510-1813
<<http://www.decipher.com>>

Cloud Talk

The atmosphere of Bespin is collectively represented by new locations called cloud sectors. Bespin: Cloud City is one, of course, and the others are generic with a maximum of three per system. Unlike *Dagobah's* asteroid sectors, no capital starships are allowed in the clouds (except those that deploy and move like starfighters, such as the new Light transport ship Bright Hope). Starfighters' power and maneuverability are -2 here, so make sure you have

Flight Suits or matching pilots to hold off your opponent. The effective new Cloud Car combat vehicle is power +1 at cloud sectors and has better maneuverability than most starfighters. Cards like Cloud City Technicians, Engineers, and Tibanna Gas Miners add to Force drains and generation in cloud sectors.

You'll need pilots to hold the clouds—pilots like Captain Han Solo. He's power 4, ability 3, adds 3 power to ships, and can use 2 Force to cancel one opponent's destiny draw and cause a redraw. In the Millennium Falcon, he is a force to be reckoned with, even with the clouds' innate handicap. Lando's no slouch in the Falcon either, at last claiming the same immunity to attrition that Han and Chewie give to the freighter. Princess Leia, now a licensed pilot, adds 1 to ships but has a new higher ability of 4—enough to pack her father Anakin's lightsaber.

You Got to Know When to Hold 'Em

Like many of the best cards in this expansion, Cloud City Sabacc (a Used interrupt with moderate 3 destiny) comes in both Light and Dark versions. In the *Star Wars* universe, "sabacc" is a game of chance played by the less savory members of society; in the *Star Wars* TCG, it plays a lot like blackjack. Target a gambler, smuggler, or thief on Cloud City, put aside your hand, and both players draw two cards. Add up the destiny numbers on those two cards to get as close to 11 as you can without going over. Players can continue drawing until both pass or have six cards in hand. The winner takes one starfighter, weapon, or device card of his or her choice from the loser's sabacc hand, and this "stakes" card is placed in the winner's Used pile. If no stakes cards are in the loser's hand, the winner chooses any card from the hand to go to the Lost pile. After the sabacc game resolves, each player's sabacc hand goes to his or her Used pile, and normal play resumes.

Gambling scoundrel Calrissian holds his own in sabacc games. Lando, arguably the most anticipated card of the set, turns out to be two cards—he comes in both Light and Dark versions to represent his change of heart after Han is given over to Boba Fett. Dark Lando (power 3, ability 3) is stronger, but may be replaced by Light Lando (power 2, ability 3) since Calrissian has



"no love for the Empire." Both Landos may also bump your sabacc score up or down one point.

A Trip to the Cooler

Bounty hunting is still the exclusive domain of the Dark Side. It involves capturing characters and playing the Dark effects Bounty or Vader's Bounty to retrieve the price on the Light targets' heads in the form of retrieved Force from the Lost pile. The bigger the bounty's forfeit, the bigger the retrieval; Boba Fett adds 5 to his escorted prisoners' forfeit. Boba and his fellow bounty hunters even receive their own "back" card in this set, Double Back—which enables you to grab a bounty hunter from your Lost pile or Reserve deck. It's cheaper than The Empire's Back, and, curiously, it's the only "back" card that does not feature a character's backside (just Boba aiming at you).

Capture rules have been revised thanks to three new prison sites—Cloud City: Security Tower, the Death Star Detention Block Corridor, and, we're told, Jabba's Palace: Dungeon (a teaser for the next set, *Jabba's Palace*). Characters are now either seized by a warrior or bounty hunter and brought to the prison, or, if they're at the prison site, simply locked up. Prisoners may be transferred from one character to another or simply left to rot.

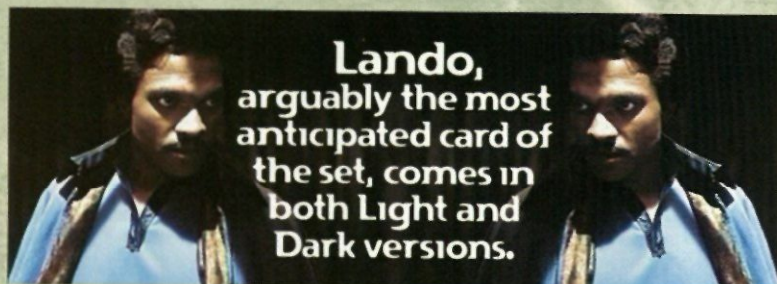
As Han found out, prisoners might also be remanded to the custody of Ugloste and his Ugnights at the Cloud City: Carbonite Chamber. The typical Ugnight (power 1, ability 1) adds 1 to Carbon Freezing destiny draws and allows Dark players to lose a Force to search their Lost piles to retrieve a weapon or device into their hands. Need to lose Force from a drain early on? Drop Boba Fett's Blaster Rifle or a pair of Binders, you can always pick them up later. Ugloste (power 1, ability 2) serves

as a leader when present with at least one generic Ugnight, adds 2 to that Ugnight's forfeit, and doubles their freezing destiny bonus.

At the Carbonite Chamber, play the Carbon Freezing Effect or All Too Easy to freeze an opponent's character. Carbon Freezing requires a destiny draw of greater than 10 (remember the Ugnights?) and may be used multiple times. All Too Easy, an Immediate Effect, captures and freezes without a destiny draw, but must be re-deployed to freeze another character. Frozen captives can be left unattended—but a

an Epic Duel will deal you some ferocious Force damage for either side. Vader and Obi-Wan can be removed from play. Somewhat disturbingly, Luke may be either lost or, for reduced Force damage, "turned." Yes, Dark players may find themselves in a weird alternative Star Wars universe where Vader and Luke do rule the galaxy as father and son. Epic Duel is by far the easiest Epic Event to use consistently in your decks because almost everybody stocks Vader, Obi-Wan, or Luke.

The Son of Skywalker doesn't just hang around getting chopped, pummeled, and shocked with really surprising news. The Bionic Hand Light device (another 7-destiny card) re-arms a Disarmed character and adds to their power and weapon destiny. Although Luke lost



Light character at that site can release them (frozen characters at a prison are considered attended even when the Dark side has no one there).

Dark Clouds on the Horizon

My favorite Dark card in *Cloud City* is Mostly Armless which reads, in part, "when you have been injured, don't panic." The card allows a character with a lightsaber to disarm an opponent after winning a battle, then keeps on hurting, draining the Light player of one Force at the end of each of his or her turns. Runners-up include Shattered Hope (blast Luke out of the window) and Weapon of an Ungrateful Son (boomerang that lightsaber back into the deck). Paternity rears its ugly helmet with I Am Your Father, a 6-destiny immediate effect that cripples Luke when he's with Vader and causes repeated Force loss of 2 every turn.

Vader can also challenge Obi-Wan or Luke to an Epic Duel. Initiating this Epic Event requires a Duel card (there are currently three in the game). Losing

his hand, the Alliance can rebuild it better, stronger, and faster. He can block attacks with Smoke Screen, Swing-and-a-Miss, and Clash of Sabers, or just Dodge out of the way. If all else fails, Luke may drop off of Cloud City altogether onto the Weather Vane—either directly from the Cloud City: Chasm Walkway or by using the 6-destiny Fall of the Legend interrupt.

The City itself is suited to many different styles of games. Like Tatooine, most locations provide Force to either side, and many key cards have counterparts for each side. This balance of the Force is also seen in cards that even out some one-sided advantages from earlier expansions (like the Dark Deal effect, a counter to the popular and deadly Echo Base Operations deck). *Cloud City* brings *The Empire Strikes Back* to a satisfying close while looking forward to the next rendezvous point on Tatooine. ■

Cory Herndon won his car (a convertible Lamborghini) in a game of sabacc that involved a poker deck, a longshoreman, an oyster knife, and human fingers. Don't ask unless you really, really want to know.

Cloud City



Cardlist

Light

Card Name	Card Type	Rarity
Access Denied	Effect	C
Advantage	Immediate Effect	R
All My Urchins	Effect	R
Ambush	Lost Interrupt	R
Armed And Dangerous	Lost Interrupt	U
Artoo, Come Back At Once!	Used Or Lost Interrupt	R
As Good As Gone	Lost Interrupt	C
Beldon's Eye	Effect	R
Bespin	Location - System	U
Bespin: Cloud City	Location - Sector	U
Bionic Hand	Device	R
Blaster Proficiency	Used Or Lost Interrupt	C
Bright Hope	Starship	R
Captain Han Solo	Character - Rebel	R
Captive Fury	Used Or Lost Interrupt	U
Captive Pursuit	Used Or Lost Interrupt	C
Chasm	Effect	U
Civil Disorder	Effect	C
Clash Of Sabers	Lost Interrupt	U
Cloud Car	Combat Vehicle	C
Cloud City Blaster	Character Weapon	C
Cloud City Sabacc	Used Interrupt	U
Cloud City Technician	Character - Alien	C
Cloud City Trooper	Character - Alien	C
Cloud City: Carbonite Chamber	Location - Site	U
Cloud City: Chasm Walkway	Location - Site	C
Cloud City: Guest Quarters	Location - Site	R
Cloud City: Incinerator	Location - Site	C
Cloud City: Lower Corridor	Location - Site	U
Cloud City: Platform 327 (Docking Bay)	Location - Site	C
Cloud City: Upper Plaza Corridor	Location - Site	C
Clouds	Location - Sector	C
Computer Interface	Used Or Lost Interrupt	C
Courage Of A Skywalker	Lost Interrupt	R
Crack Shot	Effect	U
Cyborg Construct	Device	U
Dark Approach	Lost Interrupt	R
Dash	Used Interrupt	C
Desperate Reach	Used Interrupt	U
Dismantle On Sight	Effect	R
Dodge	Lost Interrupt	C
Fall Of The Empire	Lost Interrupt	U
Fall Of The Legend	Used Interrupt	U
Frozen Assets	Effect	R
Gambler's Luck	Lost Interrupt	R
Glancing Blow	Lost Interrupt	R
Haven	Effect	R
Hero Of A Thousand Devices	Effect	U
Higher Ground	Used Or Lost Interrupt	R
Hindsight	Effect	R
Hopping Mad	Effect	R
I Don't Need Their Scum, Either	Used Or Lost Interrupt	R
Impressive, Most Impressive	Lost Interrupt	U
Innocent Scoundrel	Used Or Lost Interrupt	U
Into The Ventilation Shaft, Lefty	Lost Interrupt	R
It's A Trap!	Used Or Lost Interrupt	U
Kebyc	Character - Alien	U
Keep Your Eyes Open	Used Interrupt	C
Lando Calrissian	Character - Alien	R

Lando's Wrist Comlink	Device	U
Leia Of Alderaan	Effect	R
Lift Tube Escape	Used Interrupt	C
Lobot	Character - Alien	R
Luke's Blaster Pistol	Character Weapon	R
NOOOOOOOOOOOO!	Used Or Lost Interrupt	R
Off The Edge	Lost Interrupt	R
Old Pirates	Lost Interrupt	R
Out Of Somewhere	Used Interrupt	U
Path Of Least Resistance	Lost Interrupt	C
Princess Leia	Character - Rebel	R
Protector	Lost Interrupt	R
Punch It!	Lost Interrupt	R
Put That Down	Used Interrupt	C
Redemption	Starship	R
Rendezvous Point On Tatooine	Lost Interrupt	R
Rescue In The Clouds	Used Or Lost Interrupt	C
Shocking Information	Used Interrupt	C
Smoke Screen	Lost Interrupt	R
Somersault	Lost Interrupt	C
Surreptitious Glance	Lost Interrupt	C
Swing-And-A-Miss	Used Interrupt	U
This Is Even Better	Lost Interrupt	R
Tibanna Gas Miner	Character - Alien	C
Treva Horme	Character - Alien	U
Trooper Ultris M'toc	Character - Alien	U
Uncontrollable Fury	Effect	R
We'll Find Han	Used Interrupt	U
Weather Vane	Effect	R
Workettle	Character: Alien	U
Wookiee Strangle	Lost Interrupt	R


Dark

Ability, Ability, Ability	Effect	C
Abyss	Effect	U
Alili! Aa! Agggggggggg!	Lost Interrupt	R
All Too Easy	Immediate Effect	R
Atmospheric Assault	Lost Interrupt	R
Bespin	Location - System	U
Bespin: Cloud City	Location - Sector	U
Binders	Device	C
Blasted Droid	Used Interrupt	C
Boba Fett	Character - Alien	R
Boba Fett's Blaster Rifle	Character Weapon	R
Bounty	Effect	C
Brief Loss Of Control	Lost Interrupt	R
Captain Bewil	Character - Imperial	U
Carbon-Freezing	Effect	U
Carbonite Chamber Console	Device	U
Chief Retwin	Character - Imperial	R
Cloud Car	Combat Vehicle	C
Cloud City Blaster	Character Weapon	C
Cloud City Engineer	Character - Alien	C
Cloud City Sabacc	Used Interrupt	U
Cloud City Trooper	Character - Alien	C
Cloud City: Carbonite Chamber	Location - Site	U
Cloud City: Chasm Walkway	Location - Site	C
Cloud City: Dining Room	Location - Site	R
Cloud City: East Platform (Docking Bay)	Location - Site	C
Cloud City: Incinerator	Location - Site	C
Cloud City: Lower Corridor	Location - Site	U

Cloud City: Security Tower	Location - Site	C
Cloud City: Upper Plaza Corridor	Location - Site	U
Clouds	Location - Sector	C
Commander Desanne	Character - Imperial	U
Dark Deal	Effect	R
Dark Strike	Lost Interrupt	C
Despair	Immediate Effect	R
Double Back	Lost Interrupt	U
Double-Crossing	Lost Interrupt	U
No-Good Swindler	Lost Interrupt	C
E Chu Ta	Used Interrupt	C
E-3P0	Character - Droid	R
End This Destructive Conflict	Used Or Lost Interrupt	R
Epic Duel	Epic Event	R
Flight Escort	Lost Interrupt	R
Focused Attack	Lost Interrupt	R
Force Field	Used Or Lost Interrupt	R
Forced Landing	Utinni Effect	R
He's All Yours, Bounty Hunter	Used Or Lost Interrupt	R
Heart Of The Chasm	Lost Interrupt	U
Human Shield	Used Or Lost Interrupt	C
I Am Your Father	Immediate Effect	R
I Had No Choice	Effect	R
Imperial Decree	Effect	U
Imperial Trooper Guard Dainsom	Character - Imperial	U
Interrogation Array	Device	R
Lando Calrissian	Character - Alien	R
Levitation Attack	Used Interrupt	U
Lieutenant Cecius	Character - Imperial	U
Lieutenant Shekik	Character - Imperial	R
Mandalorian Armor	Device	R
Mostly Armless	Immediate Effect	R
Obsidian 7	Starship	R
Obsidian 8	Starship	R
Point Man	Lost Interrupt	R
Prepare The Chamber	Used Or Lost Interrupt	U
Projective Telepathy	Used Interrupt	U
Release Your Anger	Lost Interrupt	R
Restricted Access	Effect	C
Rite Of Passage	Used Interrupt	C
Shattered Hope	Lost Interrupt	U
Shocking Revelation	Used Interrupt	C
Slave I	Starship	R
Slip Sliding Away	Used Interrupt	R
Sonic Bombardment	Used Or Lost Interrupt	U
Special Delivery	Effect	C
Surprise	Lost Interrupt	R
The Emperor's Prize	Utinni Effect	R
This Is Still Wrong	Used Interrupt	R
Tibanna Gas Miner	Character: Alien	C
TIE Sentry Ships	Lost Interrupt	C
Trooper Assault	Used Interrupt	C
Trooper Jerrol Blendin	Character - Alien	U
Ugloste	Character - Alien	C
Ugnaught	Character - Alien	C
Vader's Bounty	Effect	R
Vader's Cape	Effect	R
We're The Bait	Utinni Effect	R
Weapon Levitation	Used Or Lost Interrupt	U
Weapon Of An Ungrateful Son	Used Or Lost Interrupt	U
Weather Vane	Effect	U
Why Didn't You Tell Me?	Used Or Lost Interrupt	R
You Are Beaten	Lost Interrupt	U

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Virtually Complete

Chron X Achieves Parity with the Overture Expansion

Chron X is the best, most successful, and pretty much the only Internet-based trading card game, and it's about to double in size. The original game contained about 195 cards and the new expansion, *Overture*, adds another 145, bringing the total into the same range as *Tempest* or a similar large TCG expansion.

The *Overture* set is devoted to filling out the basic card types, strengthening each of the major factions, and advancing the story. The original Chron X introduced the major power brokers fighting for control of the game: the Corporate Hierarchy, the FUS, the Monasteries, the Nonames, and the UN. In *Overture*, Massachusetts-based Genetic Anomalies (GA) introduces smaller factions and subgroups to each of the

domains: the Dresdner Outsource Security Company, the Pacific Utopia, the Black Army, and several others.

With the arrival of *Overture*, all the pieces of the Chron X background are in place. Starting with the next expansion set (working title: *The Body*), GA will begin "telling the story of the Body and its subsequent disintegration." What the heck does that mean? Beats me; the Chron X backstory presented so far is a disjointedly grim and pseudoscientific future full of great gadgets and hardware, but we haven't actually been told who the most important characters are or why they are fighting. *Overture* continues that tradition, but if you're in it mostly for the story, you're missing out on some great gameplay.

New Mechanics

In terms of rules, the *Overture* expansion set features plenty of interesting new twists. Some much-needed new assets round out the factions; interventions can now be played during the defense round; new Headquarters can change the victory conditions and rules of play; random-effect cards keep everyone guessing; and a few new cards can even be used by either player once deployed.

Many of the new asset cards have original and surpassingly fun game effects. The Dresdner Security Bot comes into play untapped, but anyone can tap it by paying 4 Covert resources. Casualty Insurance gives you triple your resources back for every asset that leaves play. Captain Galagers changes the basic mathematics of your attack so that damage is divided evenly among all your attackers, rather than distributed in discrete blocks. The Silver Star Ranger has the same firepower and hit points as an Anceph Warrior, costs less to deploy, but can't attack bases. Advance Operative can be deployed in a city where you don't have any bases.

One of the best twists in the set is the ability to invoke cards during your defense round. For example, Riot! can be played to bring three Noname assets into play. You can then use these assets to block attackers. Other cards that can be invoked during your defense explicitly state so in the rules text right on the cards themselves.

In addition, some *Overture* cards can be used by either player. For example, when Weapons World, Inc. is brought into play, either player may use its special ability once per turn to equip an asset with a UR 10 Assault Rifle. Of course, if you bring it into play when your opponent has no military resources, he or she won't be able to pay for the weapon and you will. Tough break, buddy.

Overture

Genetic Anomalies
Cambridge, MA

FORMAT

Online TCG; 145 cards; 15-card booster,
\$3; 60-card deck, \$10; 180-card box, \$25

PRESIDENT

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website: <www.geneticanomalies.com>



If you enjoy Goblin Bomb, Orcish Captain, Chaos Orb, and other cards based on random factors, the *Overture* set pushes card randomization about as far as it can go. Forget about coin-flip cards; some *Overture* cards choose between as many as five different options when activated. Fortunately, the computer eliminates the need to dig up five-sided coins.

New HQ Review

The best change in *Overture* is the addition of the five new Headquarters. If a player includes one of these cards in his or her deck, it will be used as that player's Headquarters instead of the generic HQ. Each of the new Headquarters cards has a different special ability. More than anything else, they resemble rules variants like those found in *Vanguard* cards from the Arena league.

For example, Mobile Headquarters can be moved around the world by spending one of each type of resource, but the HQ itself generates no resources for you. The Armored HQ starts with 50 hit points instead of the usual 25, but your opponent is told where the base is at the start of the game. Hive HQs have just 12 hit points, but they completely change the game rules regarding where and how you can deploy new bases. When a Hive HQ is used, neither player can place a base in a city where the opponent has a base, and the player using the Hive HQ may only place bases in cities adjacent to those with friendly bases.

The Upside

Overall, *Overture* does a terrific job. It expands the range of player options and deck styles, it introduces new and more playable programs, and it improves the play quality of the set as a whole. In addition, many of the better artists whose work appeared in the basic set have returned to contribute to *Overture*, providing a nice sense of consistency. Courtney Skinner, Omar Rayyan, and Ian Wells all contribute several pieces each.

The Downside

If you thought High Flux Nuke was annoying, you will hate the addition of cards like Napalm Strike and Orbital Cannon Strike, which are more focused versions of the same thing. High Flux Nuke destroys all assets in a city (in the Chron X world, "assets" are analogous to "creatures") and costs essentially nothing, since it is a base—imagine a Strip Mine that acts as a localized Wrath of God. Napalm Strike and Orbital Cannon Strike aren't quite as powerful, since they cost military resources to bring into play (4 and 8 respectively), but as defensive or offensive cards they are still extremely powerful. The Napalm Strike intervention inflicts a 7 Firepower attack on all enemy assets in a city, and it can also be invoked during your defense round, but then affects friendly assets as well. The Orbital Cannon Strike intervention destroys one asset in a city



and inflicts 4 points of damage on all other assets in the city. The addition of more of these mass-destruction cards will change the environment as players find other ways to win. (I suspect we'll see more swarm decks.)

A few of the cards are all too familiar, even if they are useful. R&D Network acts like Howling Mine; Stolen Neurolink acts just like Glasses of Urza; Simplification is Tranquility. There's nothing wrong with their game functions, but they just aren't as interesting as the random-effect cards or the more original mechanics. A number of other cards are simply unplayable with drawbacks that make them pretty uninteresting—but the art is always fun to look at.

My last gripe is not really a shortcoming, but rather something that I had hoped in vain to see in *Overture*: new maps. How many times can a Chron X player ask an opponent: "U.S., Europe, or Asia?" Perhaps the next expansion or the long-promised second edition (Chron X 2.0) will provide new game maps to relieve the sameness of the standard environments.

Executive Summary

Overall, the upside is way bigger than the downside. The lack of new maps in *Overture* even makes sense if you view the set as a fulfillment of the original game's fascinating premise and scope. As an expansion set, *Overture* succeeds marvelously at increasing Chron X's range of play and depth of strategy. ■

Wolfgang Baur continues to play the occasional game of Chron X when he's not playing L5R, AD&D, Alternity, Gettysburg!, Panzer General 2, Axis and Allies, or Settlers of Catan.

Time Well Spent

Can Riven Soar as High as Its Predecessor?

The year was 1993. I remember it very well. I was living in Phoenix, had a girlfriend, lots of fun and interesting friends, went hiking, played sports, and fried in the sun whenever I went outside. So it's not surprising that I never played *Myst* when it first came out. But *Magic* came along and took me away from all that, so now, four years later, despite working 50 or more hours a week on *Magic* and other game projects, I have time to sit inside while the rain beats on my window and play the *Riven* computer game from Red Orb Entertainment.

Riven

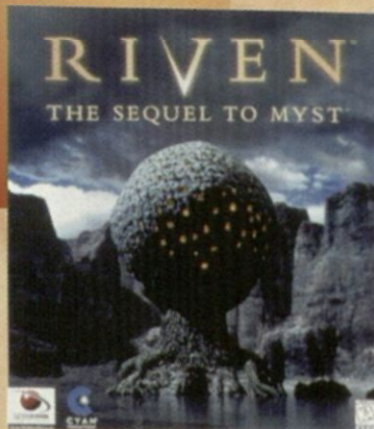
Red Orb/Broderbund
Novato, CA

SYSTEM REQUIREMENTS

CD-ROM for Windows '95; 100 Mhz Pentium processor or faster; 16 MB RAM, 75 MB hard disk space; 4x CD-ROM

CONTACT

Erik Winkler
eric_winkler@broder.com
www.redorb.com



Riven is a sequel to the hugely popular *Myst*, which has sold around 3.5 million copies since it came out in 1993 and will probably sell more copies now that the sequel has finally arrived. I never completely understood why *Myst* was so popular. Several of my friends who almost never play computer games have played it and marveled at the great graphics and how fun the game is, even though they were never able to get through the first puzzle. To be honest, these guys have trouble not losing at

tic-tac-toe. I eventually played the game after it had been out for a couple years and found the puzzles relatively challenging, and of course I marveled at the graphics.

Riven continues the storyline 33 years after *Myst* left off. It revolves around the D'Ni (not sure how you pronounce this), a race of beings who create books that

link worlds to other worlds. *Myst* was one such linking book created by Atrus. In *Riven*, Atrus's wife Catherine has been captured and trapped in another book world by Gehn, who is Atrus's father. Gehn, who happens to be somewhat insane, rules over this new world called *Riven*. Your quest is to find Catherine and return her to Atrus. You find clues to aid you in various journals you find as you progress through puzzles. If you make it through the jumble of puzzles and journals, you will eventually run into Gehn and finally, Catherine.

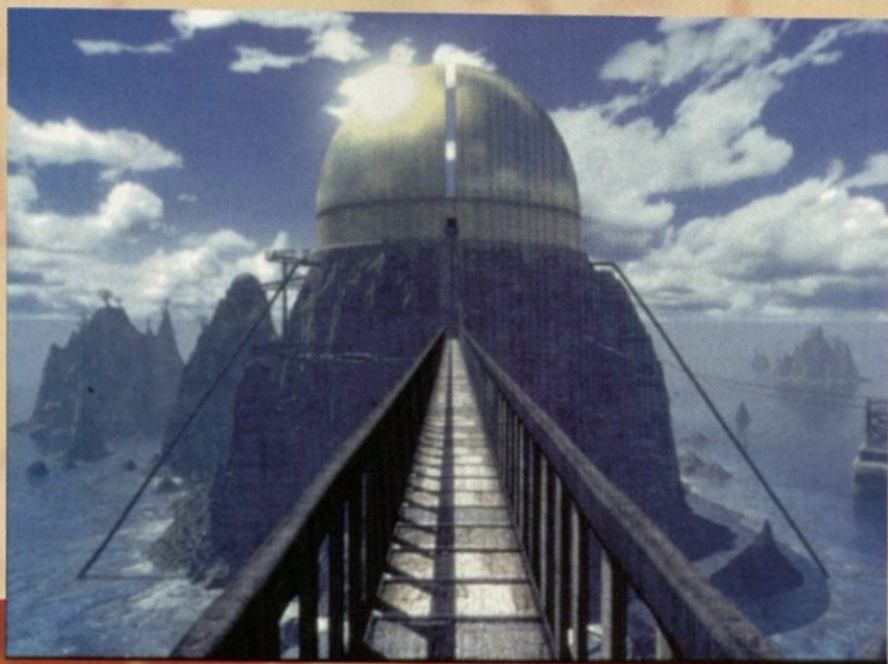
A lot of people found the puzzles in *Myst* difficult to solve. The designers seem to have toned down the complexity a bit in this sequel. Most puzzles are mechanical in nature and involve moving levers and pressing buttons in a certain sequence to achieve the desired result. If you enjoy solving puzzles of this nature you will drool over this game, but try to keep the drool off your keyboard—it's not safe (trust me on this one). If you had difficulty with the puzzles in *Myst*, you will enjoy the decreased level of intricacy; but if you don't have the patience to meticulously try multiple combinations to figure out which one is correct, you probably won't enjoy this game very much. One of my geeky computer friends (the ones that replaced the fun and interesting friends I used to have) finished the game in around 25 hours of play time. This seems somewhat short for this style of game, although it will probably take most people several weeks to solve, since normal people don't play the game through in one sitting.

One of the interesting improvements in the game is in the layout and sequencing of the puzzles. As I mentioned, a lot of people who played *Myst*

had trouble getting off the first island and never made it to the later puzzles. In *Riven*, you can travel fairly easily between the various locations and islands, each of which has several puzzles. So if you're unable to solve one particular conundrum, you can move on to a different one and come back to the more difficult puzzle later. A lot of the puzzles are interrelated, and solving some of the earlier ones will give you clues on how to solve some of the others. This non-sequential nature makes it unlikely that you will get "stuck" early. To successfully complete the game, though, you'll need to take a lot of notes. Listen carefully to the game's dialogue, as you may miss important directions if you're not paying attention. There's also a lot of reading involved. Some of the journals you find are quite long and not always legible.

If your computer has a good sound system, you'll notice *Riven*'s incredible sound detail. You hear insects chirping, doors squeaking, and various animal noises as you travel through the game, along with various musical pieces for background. You really get the feeling that you're in the game with the graphical realism and the convincing soundtrack.

The graphics, however, are somewhat different from what most gamers are becoming accustomed to. A lot of the games coming out these days have 3D views with real-time scrolling and monsters jumping out at you from all directions. *Riven*'s graphics are either static screen shots or "video clips" that you basically sit back and watch. A lot of the interaction and flow of the game is based on your decisions. For instance, some of the animals move away if you approach too quickly, but stay around longer if you walk up slowly. In fact, the game can end differently based on how you acted earlier in the quest, so you may have to start over from an early point to achieve a different ending.



The interface for the game is simple and primarily uses the left mouse button. The cursor is represented by a hand that changes based on the options you have available for the object or location in view. You can move in various directions, turn around, and pick up and examine objects. The only other commands you'll use are for saving and quitting the game.

The game has been under development for quite a while and has been eagerly anticipated. Since it was produced by the same brothers that created *Myst*, it will be interesting to see if the sequel does as well as the original in terms of popularity and sales. The original version was on one disc and the

graphics filled up about half the screen due to technology limitations at the time. *Riven*, on the other hand, uses five CDs, so if you get upset at the game and decide to throw the disks across the room, it will take you several throws. And this time around the graphics fill up the majority of the screen. The game map has five islands to explore, and each island is contained on a separate disk, so whenever you switch islands you have to change disks. But otherwise the game runs unimpeded.

Overall, *Riven* was enjoyable for a puzzle-solving game and was a break from the usual "in your face" action genre that has been so pervasive these last few seasons. If you get stuck, the company publishes a hint book with hints and clues so you can avoid chucking these valuable discs across the room, possibly scarring the cat for life. ■

Mike Elliott will have lots and lots of time on his hands for Riven once his new, geeky friends read this article.

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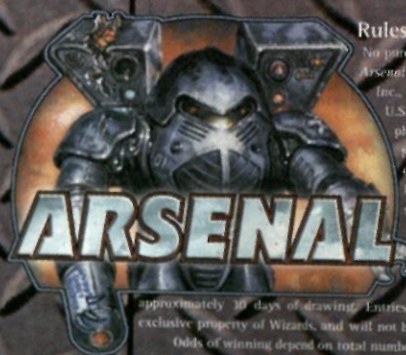
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BATTLETECH[™]

by Owen Seyler

Moving in on the Desert Planet

Dune: The Taming of Arrakis



There it is, Piter—the biggest mantrap in all history...Arrakis! A superb setting for a unique victory.

—Dune, p. 14

Though simple in theory, setting up shop on Arrakis involves far more than the mere conquest and occupation of the spice world. On paper, you simply turn your homeworld face-down and the Dune card faceup, but a successful crossing to Arrakis requires a lot of preparation and finesse. You can't just raise your ancestral banner over the palace. You must produce some serious spice and fend off intrusive opponents to preserve your regime as you bleed the planet dry. Crossing to Arrakis requires a coherent and coordinated strategy, and your deck needs to be specifically tailored to do the job.

There are some things you should know about Arrakis while preparing for your crossing. Foremost, the planet is represented by six individual game cards: Dune, Arrakeen, Carthage, Imperial Basin, Minor Erg, and Open Bled. Each player begins the game with the Dune card placed facedown beside his or her homeworld and any of the five other holdings nestled within his or her Imperial deck. Each of the Dune holdings is unique, and only one player may control an individual fief at a time.

Establishing Footholds in the Sand

To govern Dune, you need to pay its cost in solaris and turn the card faceup. In doing so, you relinquish your ancestral homeworld and lose your prime source of revenue. The timing of your crossing is an important

strategic decision: each turn you wait reduces the cost of going to Dune and allows you longer access to your ancestral homeworld's revenue. But waiting too long gives your rivals the opportunity to occupy Dune first, forcing you to liberate the planet before staking your own claim.

There are several cards that can ease your task. To lower the cost of Dune use Engineering Corps to pave your way, or use Usurp Holding, a venture that requires your rival to petition his or her copy of Dune and allows you to directly contest its occupation. In the eventuality that you must wrest Dune from another governor, play the event Dune Charter Renewal when the governor is impoverished, forcing him or her to forfeit the claim. These are all shrewd alternatives to the default option of brute force.

Occupation of the other fiefs proceeds differently than Dune. Drawn into your assembly at random intervals, the regional fiefs must be petitioned before you can govern them. Beginning with the solaris cost listed for each fief, your petition starts a bidding war wherein your rivals may contest your attempt by countering your initial offer. After one or more rounds of negotiations, you win your petition only by paying more solaris than any suing opponents.

When planning your petition strategy, you'll want to include an assortment of cards that allow you to gain immediate advantages during the ensuing petitions. Early Procurement is golden because it halts the petition upon the first bid, securing your object before its price skyrockets. Petitioning Savvy is another great all-purpose card that negates a petitioning tactic deployed by a rival. If your game plan demands that you govern multiple Dune fiefs, you should consider using the whole gamut of these tactics, since you'll be petitioning often.

Certain ventures can be used to circumvent the rules for petitioning altogether. Return to the Floor is worthwhile because it permits you to initiate a new petition immediately upon losing another. Though you can't petition the same target you first attempted, you can bluff your rivals by starting a petition you intend to lose, depleting their wealth in the process, and then deploying Return to the Floor to initiate the second petition—only then revealing your true objective. Stranglehold is perhaps the most useful venture of this type, enabling you to transfer a holding straight into your domain without petitioning at all.

Regardless of which cards you choose for your strategy, wealth and timing are your keys to establishing a successful foothold. As a general strategy tip, avoid crossing to Dune until you govern one of its cities to replace the loss of your homeworld revenue. Alternately, if you govern other wealth-producing holdings, you might consider crossing upon gaining control of a desert. In either case, waiting until you govern another Dune fief conceals your intentions from your rivals while granting you time to accrue the wealth and resources needed for protecting your investment.

Fortifying your Sand Castle

In *Eye of the Storm*, there are several ways to strengthen your hold over Arrakis. There are a plethora of troops, battalions, weapons, equipment, bastions, and transports that all serve to defend your holdings against invading forces. Your selection of troops will vary according to your sponsor, but the Imperial Sardaukar and Fremen battalions are superior choices. You should not overlook the generic House Battalion though, because its versatility and low cost make it serviceable for offense as well as defense.

Bastions such as Palace Keep, Garrison, and "Thopter Outpost are ideal for defense since they fortify your resistance without exhausting your command resources. Deploying personnel depletes your available command, and once your command is gone, so are your deployment options. Bastions do have internal limits restricting their assignment. If you intend to employ numerous troops and bastions, use Desert Rigged Ornithopters and Command Centers to reposition your troops for offense and defense to keep your opponents guessing. Command Center and Ecological Testing sites also contribute to your command value, which you can in turn spend on additional troops.

Fortification also demands strong offensive capability. In the event your rivals capture holdings crucial to your plan, you'll want to liberate those fiefs through combat and occupy them yourself. To launch successful invasions, you must employ skilled leaders (personas that have strong battle talent and command ranks). Your selection of allied personas varies with your sponsor, but among the generic aides available, Dune Smugglers and Guard Commanders are equally good. Once they've been assigned troops, weaponry, and skills, these characters can successfully challenge defended holdings. Their unique abilities also make them ideal for either offensive or defensive duty.

Squeezing Blood from the Sand

With your holdings secure, you can begin diverting resources toward the development of Arrakis. Foremost, you should consider exploiting the relationships between Dune and its five regional fiefs. The twin cities of Arrakeen and Carthage each produce solaris for their governor, but their productivity increases when their governor also controls Dune. Similarly, the three desert holdings—Imperial Basin, Minor Erg, and Open Bled—each produce spice that may either be mined on the holding or transported to CHOAM. Spice

consigned to CHOAM appears on the open exchange and is available to all, including the governor of Dune. If mined when governing Dune, the spice can be conveyed directly to its governor's hoard and privately stockpiled far away from the prying eyes of CHOAM.

Because Dune may only mine spice from a single desert per turn, taking full advantage of multiple deserts requires the use of Spice Harvesters and Carryalls. Harvesters are roving factories that collect and refine the raw spice found on the desert pan; spice mined by Harvesters goes straight to your hoard. Carryalls move Harvesters from desert to desert, moving them to new spice blooms or away from dangerous events such as the legendary Sandworms and Coriolis Storms of Arrakis.

If spice is your thing, you should consider Spice Blow events crucial to your strategy. A Spice Blow lays dormant until the moment of its eruption when it litters the desert with unrefined spice. A single Blow can dump up to one third of the spice needed for victory in a single, explosive moment. Place them early so they have time to simmer before you need them.

Additionally, several charters deserve consideration for inclusion among your Imperial holdings: Spotter Control, Exchange Seat, and Windtrap Technologies. Spotter Control yields solaris for each time a desert or Spice Blow produces spice, making it an obvious choice for those planning to govern numerous deserts. Exchange Seat similarly produces a number of solaris equal to the amount of spice bought and sold by your rivals, rewarding you for their efforts. Windtrap Technologies requires the most planning of the three, but is worth the effort to players who can dominate Arrakis. Windtrap Technologies produces a number of solaris equal to the number of personnel assigned to a target Dune fief; since you'll be assigning lots of personnel to your Dune fiefs, you can pretty much guarantee its profitability.

With the promised rewards so great, players should expect fierce competition from their rivals when they attempt to take Arrakis. No matter how you go about obtaining the most desirable piece of real estate in the universe—contested petitions or all-out assaults on its holdings—this rivalry ensures that you'll work hard for your spice and solaris, and work harder to keep them. Arrakis is the cornerstone to a winning strategy, but it also remains an intense proving ground for all who would venture to tame it. ■



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by Mark Rosewater

MAGIC THE PUZZLING



Splice of Life

Your opponent is Teeuwynn. She has gotten an edge with a small army of large creatures, but it looks like this turn you can turn the tide and win the game. It is the start of your main phase. Defeat Teeuwynn this turn without losing.

DIFFICULTY
MEDIUM

CARD HIGHLIGHTS

Bounty Hunter



- Put a bounty counter on target nonblack creature.
- Destroy target creature with any bounty counters on it.

Dwarven

Thaumaturgist



- Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn.

Maze of Shadows



- Add one colorless mana to your mana pool.
- Untap target attacking creature with shadow. That creature neither deals nor receives combat damage this turn.

Phyrexian Splicer



- Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

TEEUWYNN (BLUE/GREEN/RED)



Horned Turtle
1/4



Island (3)

YOU (BLACK/WHITE/RED)



Swamp



Maze of Shadows



Serra's Blessing



Phyrexian Splicer

19 LIFE REMAINING



Skyshroud Troll
(has Bounty counter) 3/3



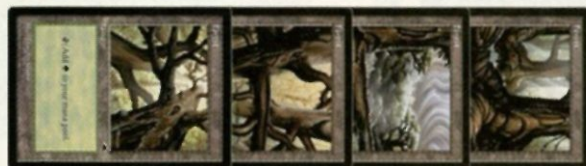
Fallow Wurm
4/4



Seeker of Skybreak
2/1



Rathi Dragon
(has Bounty counter) 5/5



Forest (4)



Mountain (3)

7 LIFE REMAINING



Plains (6)



Mountain (3)



Bounty Hunter
2/2



Infantry Veteran
1/1



Jamuraa Lion 3/1



Serrated Biskelion 2/2



Southern Paladin 3/3

YOUR HAND



Solitari Emissary
2/1



Dwarven Thaumaturgist 1/2



Enfeeblement



Hero's Resolve



Fire Whip

Look Before You Leap

DIFFICULTY
MEDIUM

Your opponent is Bill. You have been playing a constructed game. The match was pretty even, but you noticed there was a way for you to win this turn. It is the start of your main phase. Defeat Bill this turn without losing.

CARD HIGHLIGHTS

Minion of the Wastes

Trample

When you play Minion of the Wastes, pay any amount of life.

Minion of the Wastes has power and toughness each equal to that amount.



Rootwater Matriarch



Gain control of target creature as long as that creature has any enchantments on it.

BILL (BLUE/RED)

15 LIFE REMAINING



Enraging Lich
1/1



Stinging Lich
1/1



Rootwater Matriarch
2/3



Flowstone Wyvern
3/3



Islands (6)



Mountains (6)

YOU (BLACK/WHITE/RED)

13 LIFE REMAINING



Bottle Gnomes
1/3



Mountains (2)



Swamps (7)



Enraging Lich
1/1



Rootwater Hunter
1/1



Islands (8)

YOUR HAND



Extinction



Minion of the Wastes



Ray of Command

Step-by-step solutions to last issue's "Magic: The Puzzling"

MAGIC TRICKS



Down and Out

Published in *Duelist* #22, p. 98

There are different ways to solve the puzzle, but the solution below garners you the most life. The biggest problem is to survive your upkeep. The four Copper Tablets will do 4 damage to you during your upkeep and you are at 1 life. In addition, Les has a Haunting Wind in play that damages you whenever you tap an artifact.

Upkeep Phase:

- 1) Tap the Mox Sapphire to add one blue mana to your pool. Take 1 point of damage from Haunting Wind. You are now at 0 life. You have until the end of phase to get above 0.
- 2) Use the blue mana to cast Sleight of Mind on the Priest of Yawgmooth, changing "black" to "blue."

This is important, since it gives you access to more blue mana.

- 3) Tap the Priest and sacrifice one Stone Calendar to add five blue mana to your pool.

- 4) Use two blue mana to Boomerang the Blood Moon back to Les's hand.

This helps solve your mana problems.

- 5) Sacrifice your Onulet to the Atog. The Atog is now 3/4 until end of turn. You gain 2 life when the Onulet goes to the graveyard.

You will fatten up your Atog before you sacrifice it to Diamond Valley, providing most of your life gain.

- 6) Use one blue mana to cast Hurkyl's Recall on Les. The four Copper tablets and the Mox Emerald go back to his hand.

This solves the Copper Tablet problem.

- 7) Sacrifice the Priest of Yawgmooth to the Gate to Phyrexia to destroy the Clockwork Beast under Les's control. Then use two blue mana to activate the Draconian Cylx and regenerate the Clockwork Beast, tapping it. This forces you to randomly discard a card. Use the Library of Leng to put the

discarded card on top of your library.

You and Les each take 1 point of damage from Haunting Wind. You are at 1 life and Les is at 14 life.

Since regeneration taps creatures, the regenerated Beast causes 1 damage to Les from Haunting Wind.

- 8) Tap Rootwater Hunter to destroy Les's Aladdin, returning all stolen artifacts (Ornithopter, Candelabra of Tawnos, Colossus of Sardia, Clockwork Beast, Celestial Prism, Millstone, and Sol Ring) to you.

Removing Aladdin returns these artifacts to you, which can eventually be fed to your Atog.

- 9) Change Vesuvan Doppelganger to a Colossus of Sardia.

Choose the Colossus since it is the biggest creature on the board.

- 10) Sacrifice Colossus of Sardia to the Diamond Valley gaining 9 life. You are now at 10 life.

- 11) Declare end of upkeep.

Draw Phase:

- 12) Draw the card discarded during your upkeep.

Main Phase:

- 13) Sacrifice Candelabra to your Atog making the Atog 5/6 until end of turn.

- 14) Tap Underground Sea, Mana Vault, Urza's Tower, Urza's Mine, and Urza's Power Plant to add 1 blue and 10 colorless mana to your pool. You suffer 1 damage from Haunting Wind from tapping Mana Vault. You are now at 9 life.

- 15) Use the blue mana to cast Reconstruction on Candelabra, bringing it from the graveyard to your hand.

You'll use Candelabra several times to get additional mana and free up lands with other effects.

- 16) Cast Candelabra for free due to Stone Calendar.

- 17) Use one colorless mana to turn a Mishra's Factory into an Assembly Worker. Tap another Factory to make the Assembly Worker 3/3 until end of turn. Use another colorless mana to turn the tapped Factory into an Assembly Worker. Tap the last Factory to make the second Worker into a 3/3 creature until end of turn. Use one colorless mana to turn the third Factory into an Assembly Worker. Then tap the untapped Worker to make the third Worker 3/3 until end of turn. This final tap will cause you 1 damage from Haunting Wind since the Worker is an artifact. You end up with three tapped 3/3 Assembly Workers. You are at 8 life.

The order is important to limit the amount of damage you take from Haunting Wind.

- 18) Sacrifice the Hunter to Ashnod's Altar to add two colorless mana to your pool. You have nine colorless mana in your pool. The activation of the Altar causes 1 damage from Haunting Wind. You are at 7 life.

- 19) Use eight mana to activate Candelabra to untap eight lands: three Urza lands, three Factories, Underground Sea, and Diamond Valley. This will cause 1 damage from Haunting Wind. You are at 6 life.

- 20) Tap Underground Sea and Urza's Power Plant to add one black and two colorless mana to your pool.

- 21) Use one black mana to cast Dark Ritual. You have three black and two colorless mana in your pool.

- 22) Use one black mana to cast Terror on Gaea's Avenger, burying it.

- 23) Sacrifice Candelabra to the Atog, making it a 7/8 creature until end of turn.

- 24) Use two colorless mana and tap Celestial Prism to add one blue mana to your pool. This causes 1 damage from Haunting Wind. You are at 5 life.

- 25) Use one blue mana to cast Drafna's Restoration. Move Candelabra from your graveyard to the top of your library.
 - 26) Use two black mana to activate Jalum Tome. Draw Candelabra and discard Transmutation. This causes you 1 damage from Haunting Wind. You are now at 4 life.
 - 27) Cast Candelabra for free due to Stone Calendar.
 - 28) Sacrifice Clockwork Beast to Diamond Valley. You gain 4 life and are now at 8 life.
 - 29) Declare an attack with the Doppelganger (Colossus) and three 3/3 Assembly Workers. This causes 4 damage from Haunting Wind. You are now at 4 life.
 - 30) After declaring your attack, tap Urza's Tower and Mine to add five colorless mana to your pool.
 - 31) Before blockers are declared, use five colorless mana and tap Candelabra to untap five lands: three Factories/Workers, Diamond Valley, and Urza's Tower (the Workers are still attacking). You suffer 1 damage from Haunting Wind. You are now at 3 life.
- By untapping the Factories after declaring the attack, they can pump each other up.
- 32) Sacrifice all remaining artifacts—Ornithopter, Candelabra of Tawnos, Celestial Prism, Millstone, Sol Ring, Mana Vault, Ashnod's Altar, Draconian Cylind, Stone Calendar, Library of Leng, Mox Sapphire, and Jalum Tome—to the Atog. The Atog gains +24/+24 to become a 31/32 creature until end of turn.
 - 33) Les can either block the Doppelganger and one Assembly Worker or two Assembly Workers. At least one Worker will get through. Once blocking is announced, tap all three Factories to give the unblocked Assembly Worker +3/+3, making it a 6/6 creature until end of turn. This will cause you 3 damage from Haunting Wind, putting you at 0 life. You will have until the end of the attack to get back above 0. If Les blocks the Doppelganger, your attackers will do 14 damage—6 from one unblocked Worker, 3 from a second Worker, and 5 (the minimum trample damage from the Doppelganger/Colossus). If he doesn't block the Doppelganger, Les suffers 15 damage—6 from the unblocked Worker and 9 from the Doppelganger.
 - 34) After blocking is declared but before combat, sacrifice any blocked

Assembly Workers to the Atog. This could potentially make the Atog as big as 35/36 until end of turn.

- 35) Sacrifice the Atog to Diamond Valley. You will gain somewhere between 32 and 36 life.
- 36) Allow combat damage to be dealt. Les suffers 14 or 15 damage and loses. You end the game with 32 to 36 life.

Milling Around

Published in *Duelist* #22, p. 101

After studying the board, you realize you can't defeat Kevin through damage and will need to run him out of cards ("mill" him) with Altar of Dementia.

- 1) Declare an attack. Select Mongrel Pack as an attacker.
 - 2) Sacrifice Mongrel Pack to Altar of Dementia and mill four cards off Kevin's library. Kevin has 17 cards remaining. Put four 1/1 Hound tokens into play.
- Mongrel Pack has to be declared as an attacker before the sacrifice to get the Hound tokens, since the Pack's effect only works if it goes to the graveyard during combat.
- 3) After the attack, tap four Islands and two Forests to add six mana to your pool (all used as colorless).
 - 4) Tap Tradewind Rider and two Hound tokens to return Kevin's Manta Riders to his hand.

This helps you force Kevin to choose his Pallimud when you later use Echo Chamber.

- 5) Use two colorless mana, tap Helm of Possession, and sacrifice a tapped Hound token to take control of Kevin's Benthic Behemoth.

The Behemoth is more milling fodder for the Altar.

- 6) Use four mana and tap Echo Chamber to make a token copy of Kevin's Pallimud. This copy is a 6/3 creature.
- 7) Sacrifice all your creatures to the Altar to mill Kevin for 17 cards (seven for the Behemoth, six for the Pallimud, three for the Hounds, and one for the Rider). Kevin now has no cards in his library.
- 8) Declare the end of your turn. Kevin will lose during his draw phase when he can't draw a card. *

Tricks of the Trade

Published in *Duelist* #22, p. 100

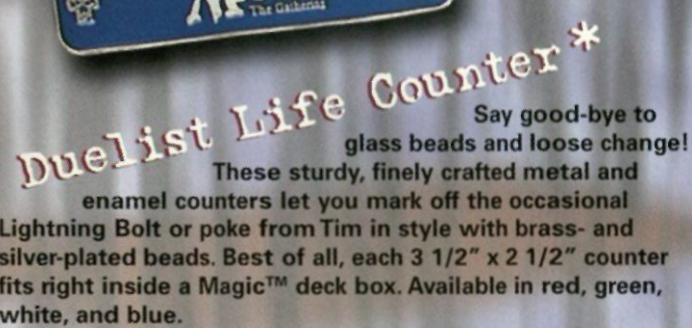
This is essentially a logic puzzle dressed in Magic clothing. With a little trial and error, you can figure out that the following mix is the only end result that makes everyone happy:

Eric—Island Fish Jasconius, Island Sanctuary, Ivory Cup
 Laurel—Bad Moon, Seeker, Sunken City, Throne of Bone
 Jason—Burrowing, Lifetap, Living Lands, Shanodin Dryads, Thoughtlace
 Dan—Blue Mana Battery, Lifelace, Scryb Sprites, Time Elemental

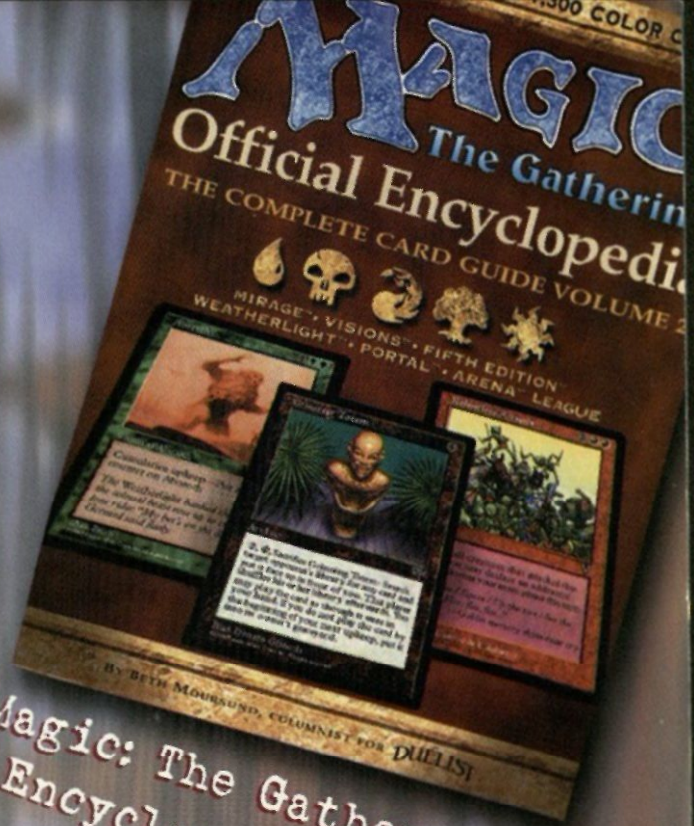
Here's how to get there:

- 1) Dan trades Living Lands to Eric for Scryb Sprites.
- 2) Dan trades Shanodin Dryads to Jason for Lifelace.
- 3) Laurel trades Throne of Bone to Dan for Bad Moon.
- 4) Jason trades Island Sanctuary to Dan for Throne of Bone.
- 5) Laurel trades Thoughtlace to Jason for Shanodin Dryads.
- 6) Laurel trades Seeker to Jason for Blue Mana Battery.
- 7) Dan trades Island Sanctuary to Jason for Seeker.
- 8) Dan trades Seeker to Eric for Time Elemental.
- 9) Laurel trades Island Fish to Eric for Seeker.
- 10) Jason trades Ivory Cup to Eric for Living Lands.
- 11) Jason trades Island Sanctuary to Eric for Lifetap.
- 12) Jason trades Sunken City to Laurel for Burrowing.
- 13) Jason trades Throne of Bone to Laurel for Shanodin Dryads.





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LOST IN THE SHUFFLE

by Richard Garfield
with guest author Mike Fitzgerald



The Gamer in You

A WORD FROM RICHARD:

With The Duelist moving to a monthly frequency, I can no longer afford the time to write a column for every issue. This allows me the opportunity to open this space up for others so we can get some additional perspectives on the game industry, game design, and game play. I am looking forward to seeing what develops.

My first guest author is Mike Fitzgerald, with whom I have had many interesting conversations on the practice and theory of game design. Mike designed the Wyvern TCG. Other game designs he's collaborated on include: Charlie Brown Plays Baseball, The Comic Strip Card Game, and Lord of the Rings Tarot Deck and Card Game.

I have been designing and playing games for years, and I've noticed that games often bring out distinctive personality traits in participants. In the interest of improving ourselves as gamers and people, I thought it would be a good idea to clearly define some of these classifications.

WHINER. I used to consider myself a pretty good whiner. If I fell behind early in a game, I'd start complaining about bad luck hoping my opponents might feel sorry for me and give me a chance to catch up. I've now given up whining because I've played with the undisputed King of Whiners.

"Ralph" (one of my buddies) usually starts whining moments before a game begins when he discovers his piece is not the color he wanted. In multiplayer games he says, "Don't do that—it'll only help Mike and he's already in the lead." We were playing a race game recently and Ralph was again in rare form, complaining about his bad luck. The only problem was that he was five laps ahead of everybody else while he was spewing this venom.

If you fall under this category, try to reserve your whining for key situations. If you whine too often, everyone will start to ignore you.

WINNER. This type of gamer is only playing for one reason: victory. It could be tiddlywinks or chess, he or she approaches the game the same way. My buddy "Mike" falls under this heading. He'll quit playing on the third turn if he thinks he doesn't have a good chance to win. I love watching him at the end of a game. If he's in a losing position he'll stare at his cards or the board forever searching for a way to pull it out.

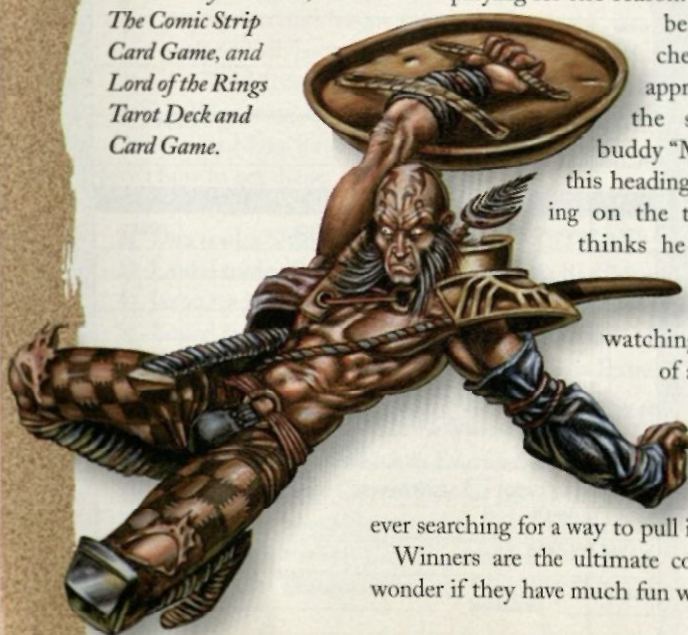
Winners are the ultimate competitors, but I wonder if they have much fun while they're play-

ing. If you fall under this category, my advice is to be a gracious loser so your opponent(s) can enjoy the thrill of victory once in a while. If you don't, you'll have a hard time finding people to play with.

NICE. "Ed" is a nice person, no question about it. He possesses that special ability to play games for fun. He just loves to see how a game pans out, not whether he wins or loses. And probably because of this approach, Ed loses a lot. The nice person tends to be conservative—even passive—in play style and rarely does well in games that reward aggression. If you're "nice" remember this: You can win and still be a nice person.

RULES LAWYER. I'm considered the "rules lawyer" of my playgroup. I often ask friends to playtest the games I'm designing. I'll usually leave out a few key rules that I'll bring up later only if it'll help me win. I don't do this on purpose—though my friends may think otherwise. When we're playing an already published game I usually try to change the rules mid-game. I think it's just the designer in me trying to improve a game. The fact that the rules change might put me in a commanding position is pure coincidence.

PERFECT GAMER. I've never met the "perfect gamer," but assume the perfect gamer (PG) exists. PG is friendly and chats with all participants before a game begins. If someone makes a silly mistake early on, PG just says, "Go ahead and take that move back." PG, on the other hand, never takes a move back so as to remember to think before making a bad move in the future. He or she plays with a lot of intensity and everybody knows they're playing with somebody who really wants to win. If PG experiences bad luck, he or she embraces it: "I like it when things don't go my way. It forces me to work out of a bad situation. It's a fun challenge." And win or lose, the perfect gamer says, "Thanks for playing. That was fun." PG even offers to go over game strategies if you have the time. We could all use a few more PGs—wouldn't you agree? ♣



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